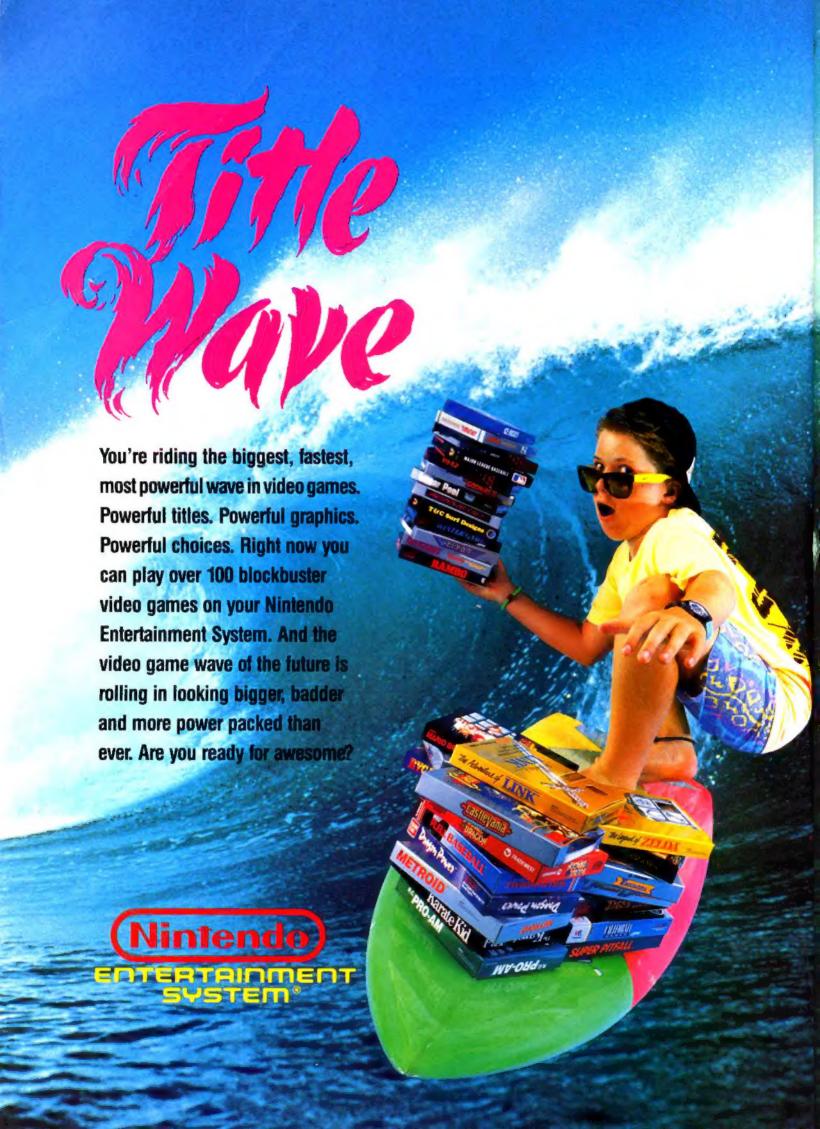
\$3.50 March/April 1989 DESCRIPTION OF THE PROPERTY OF THE PARTY OF THE PROPERTY OF TH Ninja Gaiden New Hit in Cinema Display Ink" Advent Game Tour and Contest





Malane

Are you ready for the hottest issue of Nintendo Power to fly off the presses? This is it. And it may be too hot to hold! This is your first chance to read all about the new hit game, Ninja Gaiden. The tale unfolds in an all-new Cinema Display format. Chapter by exciting chapter, the big screen story leads you through an action-packed tale of a young martial arts master out to avenge the death of his father. Our big five-page "CES Report" gives you an insider's tour of all the exciting new games, accessories and video news shown at the recent Consumer Electronics Show in Las Vegas. The feature also includes a chance to win a trip to the next CES this June in Chicago to meet the insiders and see the CES booth displays for yourself. Imagine, you could fly to Chicago as our quest to report on everything coming this Fall for the NES.

We're also kicking off a new "Preview" section in this issue of Nintendo Power. Read up on four new hits of the future - Teenage Mutant Ninja Turtles, Bayou Billy, Strider and Cobra Triangle. The 1988 Nintendo Power Awards ("Nesters") give you a chance to cast your vote for the titles you think deserve to win a coveted "Nester" in eight exciting categories. You could even win a complete library of the top titles! Go for it! And while you're comparing the action and challenge of your favorite games, take your first look at our new "Power Meter" rating system. It's a new way to see how all your favorite games rate. We've heard from Nintendo Power subscribers that "Classified Information" is one of your favorite sections. This issue has a whopper. Our pros have been working overtime to make this "Classified Information" the biggest ever. And now for the first time, we're selling back issues of the world's best video game magazine -"Nintendo Power." of course. Find out how to order one or all of the back issues, and also how to get your hands on the newest, latest, greatest, insider tips book for Super Mario Bros. 2. A special April Fools' Day article, a huge new game directory and more surprises await you in the pages ahead. So "hunker" down in your favorite reading spot, and fasten your seat belt for some powerful news, powerful tips and powerful fun only from Nintendo, only in Nintendo Power. It's all the power you need.



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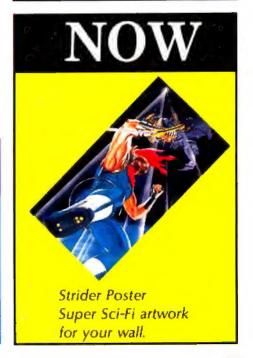
You heard them here first. LINK tips-straight from the pros.

GAME DIRECTORY

The Complete NES Game Directory. Here it is! A full listing of all the action available for your NES. Eight pages to help you choose your next challenge. How does your own library of games stack up?







1989 MAR-APR



U.S. STAFF

HOWARD & NESTER—60.	Publisher ————————————————————————————————————	M. Arakawa Gail Tilden Parn Sather Howard Phillips
Nester's book report is due, but he thinks this one's in the Bagu. CLASSIFIED INFORMATION 62. A double-length special filled with fantastic facts.	Editors —	 Scott Pelland George Sinfield Randy J. Studda Brian Taney Brian Ullrich
POWER PAD PARTY—73.	Cover Design	Brett Gow Lori Smith Doug Baker — Griffes Advertisin
WORLD CLASS TRACK MEET	Cover Photography - Copy Coodinator —	

DANCE AEROBICS
SUPER TEAM GAMES

VIDEO SHORTS



California Games * Taboo * Nobunaga's Ambition * Desert Commander * Mappyland * Airwolf * Predator * Flying Dragon

NINTENDO POWER AWARDS '88

Sushi Pinball * and a glut of Gossip Gremlins!

RATING SYSTEM EXPLANATION

NEXT ISSUE

- 88.

100

Layout

Illustrators

Poster Art

Proudly presenting: The first annual awards for the best there are. Is my bow-tie on straight?

Duck Tales * Rescue Rangers * Adventures in Disneyland * Street Cop * Athletic World * Bad Dudes * Super Dodge Ball * Guerilla War * Thundercade * Pinbot * Rollerball * Super



PLAYERS' FORUM	A va
MAIL BOX	6.
The stacks of mail are beginning to "envelope" us.	
TOP 30	 70.
Players and pros pick the premiere Paks.	
NES JOURNAL	84.
A.F.D. Reality System * Trivia * A picture puzzle page * so m	uch more!
VIDEO SPOTLIGHT	 96.
Let the Vid-light Special shine its everlovin' light on you!	
NES ACHIEVERS	98.
Scores and scores of scores and scores.	
THE PLAYER'S POLE	AND STREET

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FUN FOR ALL AGES

am 83 years old. I bought a Nintendo Entertainment System two years ago. I love Nintendo. I presently live at Rose Wood Retirement Home. We play at least five hours a day and we have a Nintendo Fun Club. We have six members in our club and over 43 games. We have completed Super Mario Bros., Metroid, Metal Gear, Kid Icarus, Double Dragon, and Super Mario Bros. 2. Our club has recently subscribed to Nintendo Power. The message our club wants to convey is that you're never too old to play the NES.

Rvan Maul and friends Bakersfield, CA

We agree! With a wide variety of action, adventure, and sports games, there's something for everyone on the NES.

VIDEO INCENTIVE

just thought I'd write to tell you about your game system. I had not heard of the NES until Christmas of 1987. My children really wanted it. I talked with several other parents about the game. They had a set already. Their biggest complaint was that the kids didn't do their homework.

I was concerned over this so we made a rule. I promised my boys that I would buy it for them if they stay on the Honor Roll all year. Needless to say, Honor Roll it was! My eldest son then was promised another Game Pak if he got an extra great report card. He pulled all A's except for one B+. I thought that was fantastic.

We have enjoyed the game so much, we even took it to Yosemite this past summer.

My eldest boy was really shy around the other kids, but since we got the NES he has made a lot of new friends.

I really see this as a plus. Chores and whatever else get done a lot faster around the house now. I just ordered a Nintendo Power subscription. My five vear old is working on his reading with the first issue. I am limiting game playing to one hour a day during the school year. They earn Game Paks by earning good grades. I can tell you, this was a great investment, especially with three boys. Thanks again.

> **Ruth Garcia** Pomona, CA

Good thinking Ruth. While the NES does provide a lot of enjoyment, there are other things that must be done as well and the NES can be an incentive to do them.

FARAWAY PLACES

teach piano at home and use a computer in my teaching. Software and synthesizers have become almost as much a part of the lessons as the piano. After the assigned lessons have been completed, the students are free to play any games they choose. One of their favorites is the NES.



My husband, Robert, was invited by the People to People Citizen's Ambassador Program to go to China with other Civil Highway and Bridge Engineers and meet with their counterparts over there. I went along on the trip with other spouses, and that's how we got this photo of an NES being played on the Great Wall!

> Carol Stein Mount Prospect, IL

Terrific! Thanks, Carol.

TIP SOURCES

ou have great hints for Nintendo games, but I was wondering how I can get hints for games designed for the NES by other companies?

> Kevin Nick Erie, PA

You'll find that in Nintendo Power. We feature the hottest tips for games designed both by Nintendo, and by our assorted licensee companies. Also, our Game Play Counselors at (206) 885-7529 would love to help you with hints for all games made for



the NES. And, if we don't know the answers to your toughest **auestions** about licensee games, we'd be happy to let you know who to contact for more information, as many of the licensee companies also now have game counseling services.

THE ART OF PLAYING

am a 15-year-old 9th grade student at St. Edward's Upper School, I have a 13-year-old brother who attends St. Ed's Middle School. We live about a mile from school. So, being under the legal age to drive, I take my custom made golf cart to school while my brother prefers to get a ride from Mom.



My brother and I are very different from each other. He is the athelete of the house



and I am the artist. While he wants to swim and play basketball, football, and tennis, I would prefer to draw, sculpt, make home videos, and create.

One thing we do have in common is that we both love the NES! We spend hours playing games on it and eating popcorn in our spare time. It's a great way for us

to spend time together as brothers.

As I said, I am the artist of the house. I enjoy working with modeling clay and animating my clay figures on video. The cover of the first Nintendo Power interested me very much. So. I tried to make my own Mario with clay. It was a success. I also made a Mouser, Cobrat, and Pokey, I thought you might like to take a look at them.

Trevor Movnihan Vero Beach, FL

Terrific clay figures Trevor! We'd like to thank all of the artists that send us their interpretations of scenes and characters from NES games. There are a lot of talented Nintendo enthusiasts.

PROBLEM SOLVED

am a high school English teacher, a newspaper columnist, and a father of an 11 year old who received an NES for Christmas. I want to compliment you on the quality of your equipment and games. He is totally absorbed and in love with this new toy, as is every child in the neighborhood who has taken up secondary residence on my living room floor.

As an educator I am concerned with video saturation. I've always been mildly approving of video games as long as the cash and time involvement was not too great. They are fun. I play them myself. However, I want my son to develop more than hand-eye

coordination. I believe your company offers great potential for being accepted by parents as well as children because several of your game cartridges require so much more than simply quick reflexes. I'm referring specifically to The Legend of Zelda and Zelda II-The Adventure of Link. The level of critical thinking and problem solving required make these games an acceptable challenge for the son of a school teacher. and I am able to whole-heartedly defend you against the critics among my peers.

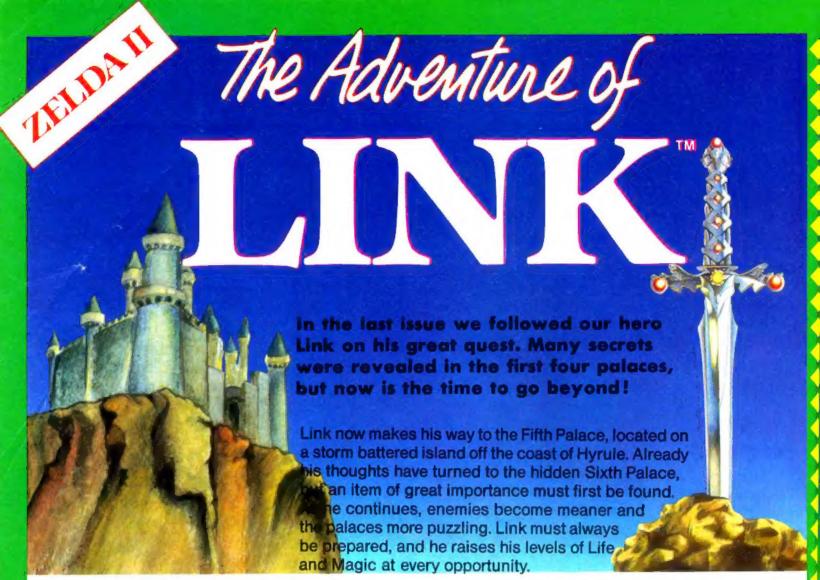
I am writing with a suggestion for the future that you expand your line of "thinking games". The buzz word "critical thinking" is a hot issue in the educational world. Conferences abound on this topic. Teachers and parents are stressing children's deeper involvement in problem solving, strategic planning, and inductive and deductive logic. This could be one of Nintendo's trends for the future.

> Steve Gibbs Benicia, CA

Thanks for your comments Steve. A growing number of NES games use problem solving, map making and other activities that require thought. This makes them both challenging and educational.

PLEASE SEND US YOUR LETTERS!

If you have a question, or comment, write: NINTENDO POWER-MAILBOX P.O. Box 97033 Redmond, WA 98073-9733



Items Link must have

To gain Attack strength and Power Link must earn Experience Points in battle. But boosting his Life and Magic levels proves

easier. On these maps you can see where Link discovers some helpful items. He knows it is a good idea to find these Power-Ups as soon as possible, as increased levels of Magic and Life will help him to defeat most enemies, which in turn will help him earn the critical Experience Points that he needs to build the strength of his sword and arm. Just as in his previous adventures, Link knows that half the battle is staying alive, and in time both Magic and Life will play a role in his success.

1-Up

1-Up Link dolls allow him an extra play.



Fairy

Find one of these to restore Link's life.



Magic Container

The Jar adds 16 points to the Magic Meter, and fills it up, too.



Heart Container

Increases the Life Meter by one and refills the meter to its maximum.



Treasure Bag

Experience Points are stored thus—sometimes hidden or won in battle.



Bagu

Before Link can cross the river in Saria he must speak to Bagu.



Important Locations:

ZELDA II The Adventure of

Magic Container



The Magic Jar will be much easier to find if Link already has the candle from Parapa Palace, for it is hidden here in the dark cavern.

Goddess Statue



From a cave in the Tantari Desert Link will get a statue of a goddess. With this he returns to the town of Ruto and speaks to the wise man who lives there. He teaches Link Jump Magic for having brought the precious statue back to its rightful home. The ability to leap high using Jump Magic will be vital to Link's quest.

Heart Container



Link makes sure to pick up this and other Heart Containers, as the extra Life he will gain from them is invaluable.

Fairy



In a patch of woods near the cave, Link will come upon a fairy who will restore his Life before he enters the dark cave.

Treasure Bag



In the cave north of the Midoro Swamp, Link finds a Treasure Bag worth 200 experience points.

1-Up



In a formation of stones near a blocked cave by the swamplands he discovers a small Link doll, which gives him a 1-Up.

Bagu



In this forest, teaming with pesky Megmats, Link comes upon a log cabin and its owner, Bagu.

Fairy



To fill up his Life Meter before venturing further, Link visits the Fairy near the bridge.

King's Tomb



In the middle of the graveyard is the King's Tomb. Find the Red Jar in the graveyard and take it.

Red Jar.



With his Magic nearly spent, Link comes here to claim the Red Jar, which refills his Magic.

The Fifth Palace

Off the coast of East Hyrule lies the island of the Fifth Palace. Inside Link encounters the Fiery Moa, and though later he will battle this creature, for now he decides to leave it alone. Somewhere ahead he will also walk through a wall as in The Legend of Zelda.

Before challenging the Palace, Link builds up his Attack and Magic to seven and adds Life by taking the path over the

sea-going north then east-and finds a hidden Heart Container.

Experience Wanted!!

In the room where blocks rain down, Link can greatly increase his Experience Points. With each shot he can earn 50 or 200 points.



He waits for all the blocks to fall.



Makes a stairway up to the third block.



Attacks the Moas that fly at him.



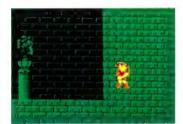
Keeps attacking for the maximun points.



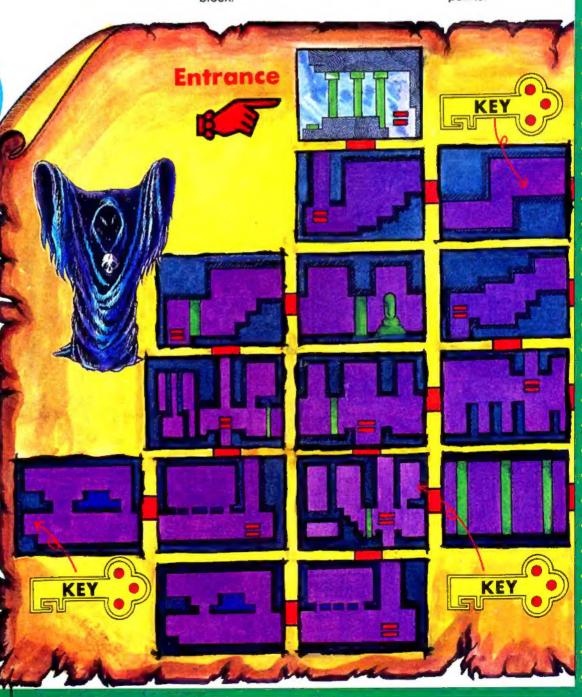
Ironknuckle seems to be guarding a blank wall, but Link presses on, undeterred.



When battling Ironknuckle, Link keeps close, using his Shield Magic for defense against the swords he throws.



Once Ironknuckle is defeated, he can pass through the solid wall at the back of the room.



How to beat Gooma!



The Adventure of

Gooma, the giant troll who swings an iron spiked mace, protects the statue in which Link must place the fifth crystal. Avoiding his mace by jumping and dodging, Link then leaps in close and uses his sword when Gooma tires.



Link prepares for battle by using Shield and Jump Magic, then stays well back when Gooma swings the heavy mace.



Even Gooma cannot forever swing his weapon. When he rests, Link ducks in quickly and attacks low!



Link's advice: take the opportunities as they come; be patient; dart in and dodge back.



rt in Reflect

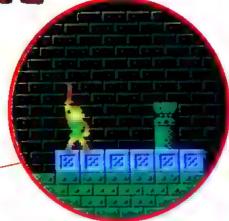


Using Reflect against the Fiery Moa.





Back in the Fourth Palace he learned to use Reflect against wizards. Here it might be a waste of time.



Beyond Ironknuckle and the walkthrough wall, he will find keys and an ancient flute, which is the prize of this island palace. With the flute, Link can reach the southeast of Hyrule and Old Kasuto.

The Sixth Palace-a Dragon's Maze.

The home of Barba the dragon extends seven levels deep with many secrets and pits to trap the unwary. In places, Link must use the Fairy Magic to continue, and throughout the maze he must battle enemies with his other magical options. It is vital that he keeps his

Magic levels filled, as he must be ready at every moment to use Reflect or Jump or Shield. Studying the map below, he plans a route to Barba. He will also make notes as he passes through the maze on where the pits are located, because a hole may turn out to be bottomless if he is not careful. Since Link has built up his Attack. Life and Magic back in palace number five, he is ready to begin.



The Battle with Barba!

In Barba's chamber Link comes to three fiery pools from which the dragon rises in flame breathing horror. He prepares for the battle by using Jump, Shield, and Reflect, then stands on the middle column. As soon as Barba appears, Link attacks, then dodges his flames and attacks again when the dragon dives back into the pool.



By standing on the middle column Link is positioned perfectly to attack Barba when he first appears.



With the help of Jump Magic Link can dodge Barba's blistering breath and counterattack. Timing is critical.



Not far away from the entrance, Link will find an endless pit that passes through four levels of the maze. He will keep falling over and over through

those four rooms unless he sails to the right where in the third room he can land on a ledge and duck through a door.





Nine steps to the Great Palace

Before entering the Great Palace, Link must return each of the six Crystals to the statues in the six palaces. He also must increase all his levels to eight. Here are nine crucial steps that prepare Link for the end.

Step 1

On the west end of Maze Island, before going to the palace, he searches for a Magic Container to boost his Magic Meter.

Step 2

On a beach to the east of Darunia, towards Maze Island, Link will find a 1-Up, which increases his life by one.

Step 3.

Close to the Fourth Palace on Maze Island a kidnapped child is being held captive. If he finds the child and returns him, Link will receive a great treasure.

Step 4

Northeast of the Fifth Palace Link can find a Heart Container in the sea. With his Magic Boots he walks to it, following a secret, watery path.

Step 5.

A river devil blocks the path to the southeast of Hyrule. To get past. Link will need the flute, which can be found inside the Fifth Palace.

Step 6.

In the dangerous swamps north of Old Kasuto Link looks for a 1-Up. Once he finds it, though, he goes on knowing that he can come back for it later.

Step 7

East of Old Kasuto, on the coast. Link can pick up another Heart Container and boost his Life Meter. By this time his Life levels are completely full.

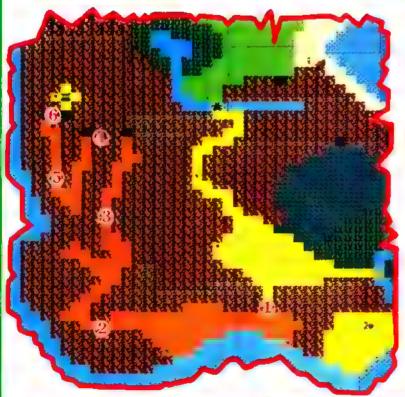
Step 8.

Northeast of Old Kasuto lies a cavern that leads to the coast. Pass through it, then go into the forest and search for the hidden village of New Kasuto.

Step 9:

In the village of New Kasuto a Magic Container boosts Link's Magic level as high as it will get. Here, also, he will find the Magic Key.

On to the Great Palace...



5tep 1

The path to Ganon's lair is guarded by many determined

foes. Getting through this section can be a trial.



Step 2

Here on the path Link meets enemies who attack him. He must take care not to tumble into the lake.



Step 3

With a powerful Spell you can change a Moa into a Boto, making it all the easier to finish them off.



Once through the last cave, Link will arrive at the Great Palace and the

Coming to a cave, you will

Acheman monsters which

As in Step 2, this area is

find the Lowder and

you defeat

using your

sword and

Fire Magic.

difficult to

using the Magic spells

pass without

Step 5

final step of his long quest.



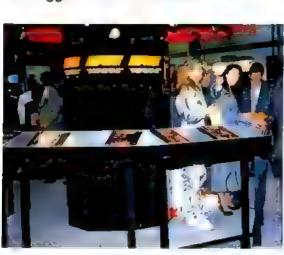


Nintendo

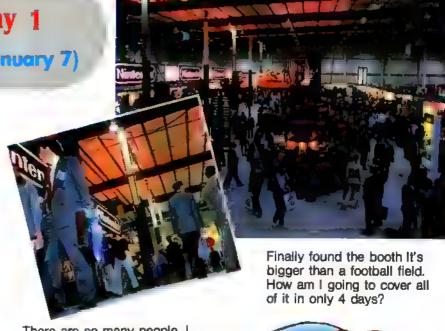
On Day 1

(Saturday, January 7)

Nester travelled to Las Vegas for his first Consumer Electronics Show (C.E.S.). Over 100,000 people attend the show, looking for all the latest on what's new in TV's, VCR's, stereo's and best of all, video games. The Nintendo booth showcased Nintendo's own games, as well as played host to its 35 licensees and their titles. We knew he wouldn't have a problem finding the booth, it was the biggest one at the show.



Nintendo Power! . . . Hello everyone!!



There are so many people. I don't know where to start!







On Day 2

(Sunday, January, 8)

This is incredible! There are so many games I'll never get to see them all. I'll cover as much as I can and let Pak Watch pick up the slack.

START

BANDAL



computer.

My first report. This is great! This Mega Controller is like a mini-

CAPCOM



10:50 AM—These games look hot! Mega Man 2 has mega graphics. More later.

SUNSOFT



Dragon's Lair. An Addams Family game? I'll come back.

JALECO

12:00 PM—These guys are into sports, First, Bases Loaded and



Racket Attack... Now Hoops and Goal.



DATA EAST

1:40 PM—Bad Dudes, one of my favorite arcade games is coming. Robocop still not complete. And now, Heavy Barrel too!





2:30 PM-Met the Ninja from Ninja Gaiden plus this baseball guy.

NINTENDO





Zapper games—To the Earth and Trick Shooting, And, a really hot NES version of the Pinball game, Pinbot!

SNK

3:50 PM-I was hoping

Lee Trevino would be

ACCLAIM



3:30 PM—Wrestlemania's a big hit here. I'll cover new title Ironsword later.

KONAMI

4:05 PM—Bayou Billy is really wild . . . I'm running short on time!



ULTRA

4:30 PM-TMNT is ULTRA cool! Out of



time ... That's it for today!













On Day 3

londay, January, 9)

So little time, so many games. I could spend weeks and still not cover everything.

AMERICAN SAMMY

10:00 AM-Another Ninja game? Ninja Taro. I've got a



HI-TECH

10:25 AM-More Sesame Street

and muppet madness here.

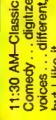


VIC TOKAL

10:40 AM-First Golgo 13, now Kid Kool ...?

axanadu is a great adventure game ilke Simon's Quest. Good news.... Power Pad now sold separately. The World of Nintendo area has cool stuff.











2:00 PM-They turned









MILTON

4:15 PM-Bird vs. Jordan, One-on-One, I count 3 Bball games! That's all for today.

BRODER BUND

4:00 PM-This place is



really crowded ... and it's not just to see the game Guardian Legend I'll tell you later.

HAL

3:20 PM-This same guy hogged the Air Fortress game all day!





GOAL







On Day 4

luesday, January, 10)

Finally I get to spend some time playing. Now you'll get the real inside story from someone who's there.





Hiked Wizards & Warriors and I love this sequel-Ironsword. They put in greater depth, graphics, role playing and a password feature.



Remember Uncle Fe from the Addams Family? Sunsoft sends him on a bizarre adventure with really radical background music, I like it.

Who Saved Roger Rabbit? Save Toontown yourself. They've got stuff stashed everywhere. There's a car you can drive and you have to tell jokes to keep Roger out of hot water. Looks great!





Mega Man 2 This game is incredible. Graphics are huge and detailed. A major challenge, but the new style password helps.





Worth the wait, this game's a lot of fun. Take it from me, or read the preview in this issue.



LJN I want to share this excitina news. Plans are in the works for Back to the Future, Beetle-Pictionary, iuice. and Punisher! I love it!!

Broderbund U-Force is the future. It's a controller that senses the movements of your hands without you ever touching it. It doesn't work with all games but imagine playing Punch-Out!! just your fists. Due out this fall, should be priced around \$75.



Lucky kid. Reed got to demonstrate U-Force for 4 days!

BIG RPRISE!!

Move over Michael Jackson, This glove will make you a video superstar. Called the Power Glove, this controller by Mattel should be out by Christmas. It works when you move your hand in front of the screen, flexing your fingers, or by pressing the control buttons on your wrist. It's super high-tech, like something out of a sci-fi movie. Technically, it works ultrasound. The games included a handball game (looked easy) and a tank commander game. The hand on the screen followed every move you made-flipping switches, pressing buttons, firing the cannon. Mattel says it should be under \$90. This is amazing! Part Player, Part Machine, you've got it all.





WIN A TRIP TO SUMMER C.E.S. IN Chicago

The box is as cool as the glove.



CONTEST RULES

To enter, just print your name and address on a postcard, and mail to:

NINTENDO POWER Summer CES Contest P.O. Box 97033

Redmond, WA 98073-9733

One entry per person, please. All entries must be received no later than May 1, 1989. No responsibility is assumed for fost, stolen, or misdirected mail.

Winners will be selected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about May 15, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A fist of winners will be available after May 15, 1989 by sending a self addressed envelope to the address listed above.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families

This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

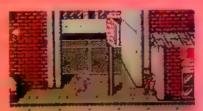
Trip for 2 to Summer CES Show: Nintendo will arrange air travel and hotel accommodations 3 nights for the winner and the other of his/her choosing, if the selected winner is under the age of 18, the winner must be accompanied by parent or guardian. The Summer CES Show is effective through June 6th 1989, subject to accommodation and airfare availability. Some restrictions apply.

Ryu is the ultimate Ninja. He's out to avenge his father's death and save Earth at any cost. He has a purpose, he has skill, and now he has you to help him.



How you play

Ninja Gaiden is more than a game. It's also a tale told in Cinema Display scenes. But it's action-packed, too. During the Action Scenes you defeat enemies and find weapons. So the more Action you clear the more story you'll



Action Screen: With sword in hand, Ryu battles his way forward into a tide of crass creatures and lowlife, evil Ninja zombies.



Cinema Display: Soive the riddle of Ryu's legacy, or, if you've seen it before, push Start and skip ahead to the Action.

Ninja Ways & Means

For thousands of years Ninjas like Ryu have practice the arts of breaking and entering. Now you must learn these skills.

Wall-Spring Jump

Push B, and away from the wall on the Control Pad, and Ryu springs off the wall and attacks.



→ Wall Climb

Use Wall-Springs back and forth to climb chimney spaces formed between walls and columns.



Each time you choose a new Option it will replace the previous Option. Take the best Option for the area.



Push the Control Pad away from the wall, jump, then push back toward the wall quickly.

Vertical

Climb



The Right Stuff

In Action area you will find hidden items inside streetlights and torches. Hit the lamp with the sword and an item will appear. Sometimes it is an Option and at other times a Power Boost or Bonus.



Power Boost

Ryu needs to gain power so he can use the Options. The Red Boost=10 and the Blue=5



Bonus Points

Score big with the Red Bonus worth 1000 points, or the Blue, worth 500 points.



1-Up

Take this little Ninja and Ryu will gain one extra Life.



Time Freeze

Once you claim this hourglass, all enemies



will freeze for five seconds.



Regain Physical Strength

This item restores up to six damage units on Ryu's Life Meter if he has been wounded.



Fire Wheel

For a limited time the Fire Wheel revolves around Ryu, burning all his enemies.





Null Uptions

weapons, Ryu must expend Power points. The Ninja Star uses three points. All others use five points.



The Ninja Throwing Star

Ryu never misses a throw straight at the enemy if he is within range.





The Ninja Windmill Throwing Star

Like a boomerang, the Windmill Star lashes out then returns to the thrower.





Jump and Slash Ninja Fighting

A secret of the old Ninja schools. Spin through the air and your sword is like a buzz saw.





The Art of the Fire Wheel

Ryu, like all Ninjas, is a master of weapons. Perhaps this is the best. A hot fistful of flaming rockets shoots upwards and diagonally at the enemy.



Ac

Destiny

Area 1

Galesburg

Мар



Use the Wall-Spring Jump to get beyond the store. Jump to the platform and then to the sign.



Attack Dogman while crouching. If you don't beat him here, he'll hound you to the end.



Action Screens scroll in a straight line

Power Boost (Blue) Power Boost (Blue)

Power Boost (Red) Ninja Star Bonus (Blue) takes it for hi

Power Boost (Blue) Power Boost (Blue)

Bonus (Red)

Bor (Blu

Bonus (Blue) Art of the Fire Wheel

of Jump Fire & Slash Power Boost (Blue)

ver ost ue) Fire Wheel



Climb atop the sign and hop from one sign to the next to avoid enemies. Ninjas do not fight unless they must.



The Fire Wheel gives Ryu "invincibility", but the cost is high as all his Power will be used up in a very short time.



Story of Act I

hyu's father, like his father before him, was a master Ninja, too. One night in the glow of a full moon he met an evil Ninja who had a secret purpose and a sword as sharp as his wits. In anger and loathing the two master warriors rushed at each other across a sea of grass like rams determined to butt heads. At the height of the leap their swords clashed with a flash of lightning and a



pushing Start you can launch straight into the Action.

clap of thunder. Ryu's father fell, smitten by the enemy Ninja who escaped into the night. The next morning, Ryu Hayabusa learned of the mysterious duel, and he found a letter, which read...



If you are playing a second time, or third or

fourth time, you may wish to skip the opening

Cinema Display. By

Five Wall-Spring Jumps in a row will take Ryu to the top and keep him on the move.



Leap over this man and whirl around as soon as you land. He won't stand a chance against such tactics.







Time Freeze Bonus (Blue) Power Boost (Blue) Ninja Star (Windmill) Power Boost (Blue)

Ninja's don't hack and slash; they use skill and finesse. A stroke too close or timed poorly will not fall.

Area 2

Ducking into Jay's Bar to escape the enemies converging outside, Ryu runs into the Barbarian, who not only owns the tavern, but has been waiting for this very meeting with Ryu—a meeting with a dark purpose. Luckily, the Barbarian is not as strong as he looks. Attack low, avoiding his ax, and you can't fail to win.



Keep your head when he comes at you with his ax, and crouch low. Then use your sword and be patient.



Since the Barbarian walls patiently in the bar, you must defeat him here on his own turf or return to the start of the game. Try to avoid injury before arriving at Jay's.



With service like this don't bother to leave a tip. Once you have won move on to the next Act

Area Guard



Alias-The South American
Executioner. He is from the dark
reaches of the Amazon and leader
of the "Malice Four." His mission is
to stop Ryu

"My dear Ryu: I am about to set out on a duel. If I do not return, take the Dragon Sword, the one kept by the Hayabusa clan from generation to generation, and go to the U.S. There

meet my old friend, Walter Smith...Ryu, be brave!" So Ryu

was given the mission by a letter which seemed to



bring a message from beyond the realm of the living, and Ryu vowed to do whatever was necessary to right the wrong. In the Ninja code this meant he must bring justice

to the guilty or chase them to the ends of the Earth! But in his heart

he was worried, for not only didn't he know the face or name of the evil Ninja, he didn't even know why the man had done such a terrible thing. Was it for money? Power? Or something else that no one could guess...?

Ill avenge the death of my father at any cost!!!





When the action starts getting too hot, push forward and attack each enemy quickly.



Here is a perfect spot to use the Art of the Firewheel. It should take you to the end of the area.



Power Boost (Blue)

Art of

the Fire Wheel

Power **Boost** (Red)



off to escape from the

Outpost.

Act 2 Area 3 — Amura's Altar — Area Guard

Bomberhead, the master of Act 2 wavlays the unwary with his sickle and chain Although he is as mean as a South Bronx sewer rat, he's not too tough to beat if you use all your Ninja tricks.



You aiready know that the Malice Four are part of the plot, but who is the mysterious boss, who's known as Jaquio? Stay tuned to Act



If you have a rapid fire equipped controller. Use It Now! Quickly slice your way to Act 3



To a trained Ninia. Bomberhead is not a problem. Now it's on to Act 3

He's New York's worst, the Lord of Evil, the man with an iron fist. He has the mind of a villain and the strength to take what he wants.



As with the Barbarian grough and dert in



Still as confused as ever, Ryu sets out to meet Walter Smith, his father's friend and a well respected archeologist. But at their meeting, Smith does not recognize the serious and determined young man. "Who are you?" Smith asks. Then in a rush Ryu begins to tell Dr. Smith about his trials. He tells Smith about his dad's untimely end and the letter that he found. He describes how he has fought his way passed leo-



pards, boxers, Ninja soldiers, barbarian a New and York street-



Walter Smith. the good American archeologist. reveals the secrets of the Demon Statues to Ryu

lord and how he met a mysterious nameless woman who shot him then gave him a statue. At this point Smith tells Ryu about the Demon Statues.



Story of Act 3

Act 3 The Chase Crystal Lake



Мар

Area 1

Start

The Eagle's Attack takes away 3 levels of Life, and the Eagle never quits. Beat it quickly!



The Time Freeze can make the going easy through this area, but fast Ninja reflexes are best



nides the tems that help





















Res

Restore Life





Sometimes it's best to leave items when the action around a hidden location gets too hot.



With good timing you can avoid the Eagle, but to take the Restore Life will take more skill.



The Eagles might attack at any time, so don't let down your guard until you reach the end.



Smith goes on to say that the two statues were once



used by Shinobi, Ryu's ancient Ninja ancestor. Using the same sword that Ryu carries, Shinobi defeated a demon who owned the statues. Sealed inside each sta-



tue is a magical force; one holds the spirit of Light and the other holds the Shadow spirit. Ryu already has the Shadow Statue, for it was given to him by the strange woman in Act 2. Finally he begins to understand some of what has been happening. His father's death was somehow linked to the fate of the statues, and so too is Ryu's destiny. But no sooner does Smith finish his tale than a stranger appears and steals the Statue of Shadow.



A Swift Turn of Events

Act 3 Area 2 = Lizard Mountains

Map

Start

Leap quickly to the upper level and attack the soldier before he can fire the bazooka



Attack quickly and keep moving. From the column leap to the ledge on the right in one motion.





Power Boost (Red)

Bonus (Blue)



Power Boost (Red)

Bonus (Red)

Power Boost (Blue)

Art of the Fire Wheel

Bonus (Blue)



Step down to the lower ledge. If you try jumping you may end up on a higher ledge.



Take a breather, but only for a moment as the pursuit is hot on your trail. Jump up to the ledge.













Nita)

The origins of the Ninja are lost in the mists of time. Some say these Asian arts were first developed by Chinese priests who lived in hiding from a despotic emperor. But others believe the skills of stealth were used first in Japan more than 500 years ago by Samurai warriors whose lives were dedicated to the Shogun. The secret arts of the Ninja made it possible for the Shogun to defeat his many enemies and stay in power.

+The Ninja Arsenal +

Not all of the Ninjas' weapons are used in this game. Ryu must finish his quest without the aid of the Rope Ladder or the Water Spider that are part of Ninja tradition.

Throwing Star



The most basic Ninja weapon. Some are shaped like a cross, some have many points.

Makibishi



A four-pointed thorr scattered by the Ninja on the ground to stop enemies

Ninja Sword



The Ninja blade is forged of lightweight but strong alloys and is more durable than other swords.

Sickle and



The chain wraps up the enemy's sword and the sickle is used for close combat.

With Eagles and bazookas ganging up on Ryu it's time to use your Windmill Ninja Star



Time your jump to avoid the Eagles and land when the enemy soldier is away from the cliff edge







Bonus (Red)



Power Boost (Blue)



Power Boost (Red)



Bonus (Blue)



Yomi's Cave

Ninja Star (Windmill) Power Boost (Red)

Area Guard

Area 3

At the end of Act 3 Ryusencounters Basaquer and Chinese master form-changer and Ninja who was once expelled from an organization called the Five Ranges of

Doom for being too cruel. He has since joined Jaquio and the Malice Four. His frightening attack technique includes terrible leaps and filling the room with bullets.

with bullets.



Block the bullets with your sword and stay near the spot shown above. Be patient and don't let up.



Basaquer was the agent who stole the Shadow Statue from Ryu earlier. He must be defeated, at any cost, but he is not as easy as his predecessors



By darting in to attack Basaquer each time he jumps near you will defeat him



Formerly a member of the FR.O.D. (Five Ranges of Doom), Basaquer joined the Malice Four on the insistance of Jaquio

A

Many Ninja Arts

The true Ninja uses his arts sparingly, for there are times and places where other simpler methods may be more effective. Shown here are just a few of their secret techniques.



Scroll

A long sheet of paper upon which is writing. It is the manual all Ninjas study in the pursuit of their special arts. Ninja schools even keep false scrolls in their libraries to confuse the enemy.

Art of Flame Throwing



In addition to protective rings of fire, truly great Ninjas can set mountains afire to escape.

Art of Suiton



The art of hiding beneath the surface of lakes or streams while breathing through a hollow reed.

Konoha Gakure



Art of Doton



The art of concealment, A Ninja stirs up a whirlwind of leaves in which to hide

This is the Ninja's method of hiding under the ground to spy on his enemies.



Act 4

A Trap

Ryu finds himself in the ruins of a jungle shrine deep in the uncharted jungle of the Amazon. Here he is beset by the minions of Jaquio, but sensing that the end is not so far away he

valiantly pushes forward against the assault.



The Battle in the Jungle



Kelbeross
The
guardian of
Act 4

Act 5

Mortal Combat

Caught by Jaquio, Ryu plunges into the dungeon depths through a trap door. He must return quickly.



Act 6

The Fall of the Demon

Across the Death Bridge Ryu enters the inner shrine only to find an unexpected foe waiting within





Once Ryu finds
the statue for
the second
time, he returns
only to find that
Dr. Smith has

quo's men. At that moment.

been killed by Jaquio's men. At that moment, Ryu is surprised by more strangers who appear suddenly and command, "Come with us."

The strangers take Ryu to meet Mr. Foster of the CIA. There he learns of the sad circums-



tances of Dr. Smith's untimely demise. Then Foster comes to the point of their meeting and he asks. Ryu to penetrate the South American stronghold of Jaquio who now has the other



statue, and to bring it back—an offer no Ninja could refuse. And so Ryu continues his quest



Help guide young Master Higgins on his grand adventure to find Princess Leilani.

The Evil Witch Doctor has kidnapped the Princess and is holding her somewhere on Adventure Island. It's up to Master Higgins to rescue her. Plenty of challenges await

him as he races across the island and maneuvers through a series of traps and obstacles in a desperate attempt to foil the Evil



Getting hit's not the only way to lose energy, so keep moving.

Witch Doctor's demented plan. Will Master Higgins be able to find Leilani in time? It's all up to you.



When you run into an enemy.



When you fall off a cliff or platform.

When you run out of energy.





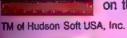
This is the easiest weapon for Master Higgins to find. Throw it by



find. Throw it by pressing the B Button.



This weapon is much stronger than the Stone Axe, as it can destroy rolling boulders and rocks on the path.



Break the eggs and you can find all sorts of useful items.



Master Higgins will be able to move much faster on the skateboard, but will be unable to stop.



When Honey Girl flies next to Master Higgins for a few seconds he is temporarily invincible.



Flower

This item will double the amount of energy Master Higgins receives from energy fruits.



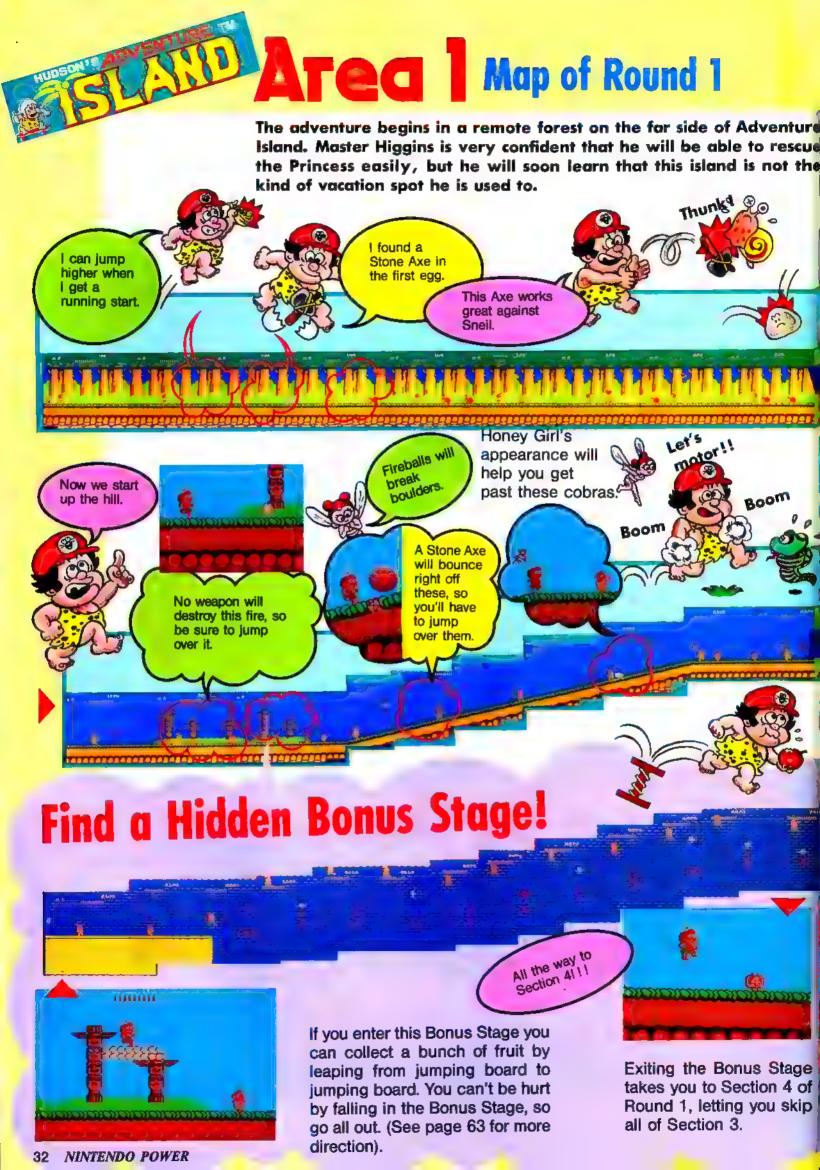
MIIIK

Milk is very good for growing young boys like Master Higgins. Find it and fill up his energy level.



Eggplant

Master Higgins should try and avoid any Eggplants he finds, as they will eat up all of his energy.





We'll get back to maps of the rest of Area 1 on the next page, but here's a quick look at some of the action from Area 2.

Ared 2

The long road to Princess Leilani is just beginning, but Master Higgins will not give up until she is out of danger.

Round

This time you start on the beach.



This section is a lot like Area 1, Round 4.



Some of these clouds will drop out from under you.



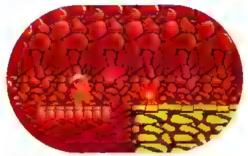
Don't Panic! You're almost there.

You won't want to try and rush through this Area. Let the enemies pass by, and then go

Round 2

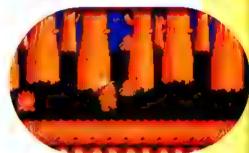
There are a lot of Cobras in this cave, and they'll spit firesnakes at you if you don't defeat them before they get a chance to spit.

Round 3



This cave is very tricky because of the moving platforms. Don't let them fool you into jumping too soon.

Round 4



Round 4 is in one of Adventure Island's many forests. This Round will be very difficult if Master Higgins does not have a weapon.

The Boss of Area 2











4 NEW TITLES

- STRIDER
- COBRA TRIANGLE
- BAYOU BILLY
- TEENAGE MUTANT NINJA TURTLES

Liming with this issue, our new Preview column will provide you with a look at what we think are the best name to come for the NES. You'll pet a glimpse of them have, and a full feature relies in an opening hour.



Capcom's Strider is an exicting game of deception and intrigue within the confines of a powerful secret organization. Your friends and foes are often undefined as you move through various different areas attempting to uncover the fiendish plot of the "Zain Project." As Hiryu, the strongest and only "C" Class Strider in the force, you will attempt to rescue your lost friend Kain, and save the world from an awesome computer named "Zain." You start onboard the Blue Dragon, your

starbase, floating silently above the Earth and receive a message that your best friend Kain has been captured by an unknown enemy. With little to go on except bravery, determination and the incredible Cipher, the weapon of the Striders, you begin the seemingly impossible task of searching an entire world for one man. Join Hiryu, in his single-handed mission to stop the only force that can threaten even the Striders! Coming soon for your NES.





The Blue Dragon floats invisibly above the atmosphere!

MOTO



With the Transfer option you will be able to teleport down to several locations on Earth.



Use Analyze to look at Data Disks you find in various locations, it will provide you with valuable clues.



This option will allow you to obtain a password that will let you continue Hiryu's quest to find his friend Kain!

Find the missing data files!

The well guarded Data Files are scattered about and hidden all over Earth. You'll need to find a Data Disk in Kazakh to be able to teleport to other sections of the world. There may be more than one Data Disk per area so you may have to double check for a Data Disk you miss.



A Data Disk may appear if you stand in the right place!



A Data Disk! Return to the Dragon to analyze it for clues!

Watch out for keys!

As you move about the bases, look for keys. You will come across many doors that you can't open unless you have the proper key. You may need move back to previous areas to try new keys at see if they open doors that you could not open before. Watch for more tips in later issues.



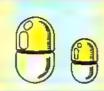
Certain characters within the bases hold the keys!



In Kazakh are doors man S2 and S3. You'll need to find the matching keys.

ITEMS





You have two types of capsules. The large one lets you recover ten Hit points, the small one only one point.



The bottom of these boots contain powerful magnets that allow you to scale iron walls and ceilings!

E Capsule



E is for Energy. There are large and small sizes worth ten and one, respectfully. You need them to perform certain tricks.



Somewhere in Egypt you'll find these boots that will give you the power to walk on water.

Boots



The boots are all colored differently. Magnets are red, Aquas are blue, an the Attack Boots yellow. They function automatically whenever you have the

Attack Boots With these boots you will be able to use a sliding attack through narrow spaces. Very handy!



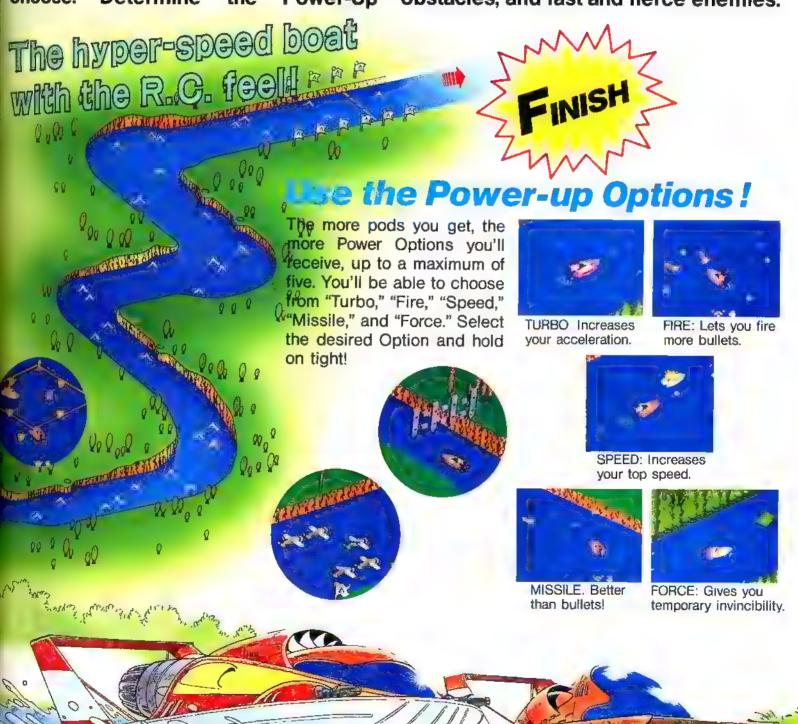




You'll control the Cobra Triangle just like you handled the R.C. Pro-Am racing car. You will be able to obtain up to five Power-Up Options from which to choose. Determine the Power-Up

Option you desire and press the Select Button when that Option flashes. These special abilities will come in handy when facing hazardous waters, perilous obstacles, and fast and fierce enemies.

MARCINAPRIL











Shooting



In this stage, Billy's walked right into an ambush. You play this scene from Billy's vantage point and get the choice of using the Zapper or the Control Pad to test your sharpshooting skills to the limit.



When using the Control Pad, this cross will mark your aim.



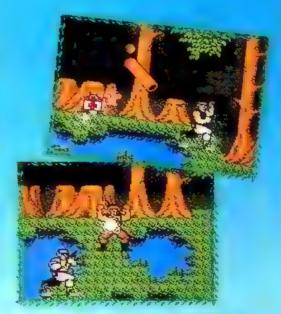
Gordon's gotten together with some local gangsters to try to jump Billy as he heads for the Estate.
What will he do?



How many guys are there?

The lead is really flying around here!

The screen will provide opportunities to gain extra ammunition and some medical attention if you need it. But you have to shoot it to get it.



Keep your eyes peeled for a 1-Up to get an extra man.

You'll find the action in these stages intense!

The sound of whirling rotors warns you of a nearing helicopter?



Men start popping out of the chopper like a swarm of locusts Look out!

Oh no! Another ambush outside of Gordon's Estate, get ready!



Enemies pop out from every nook and cranny!

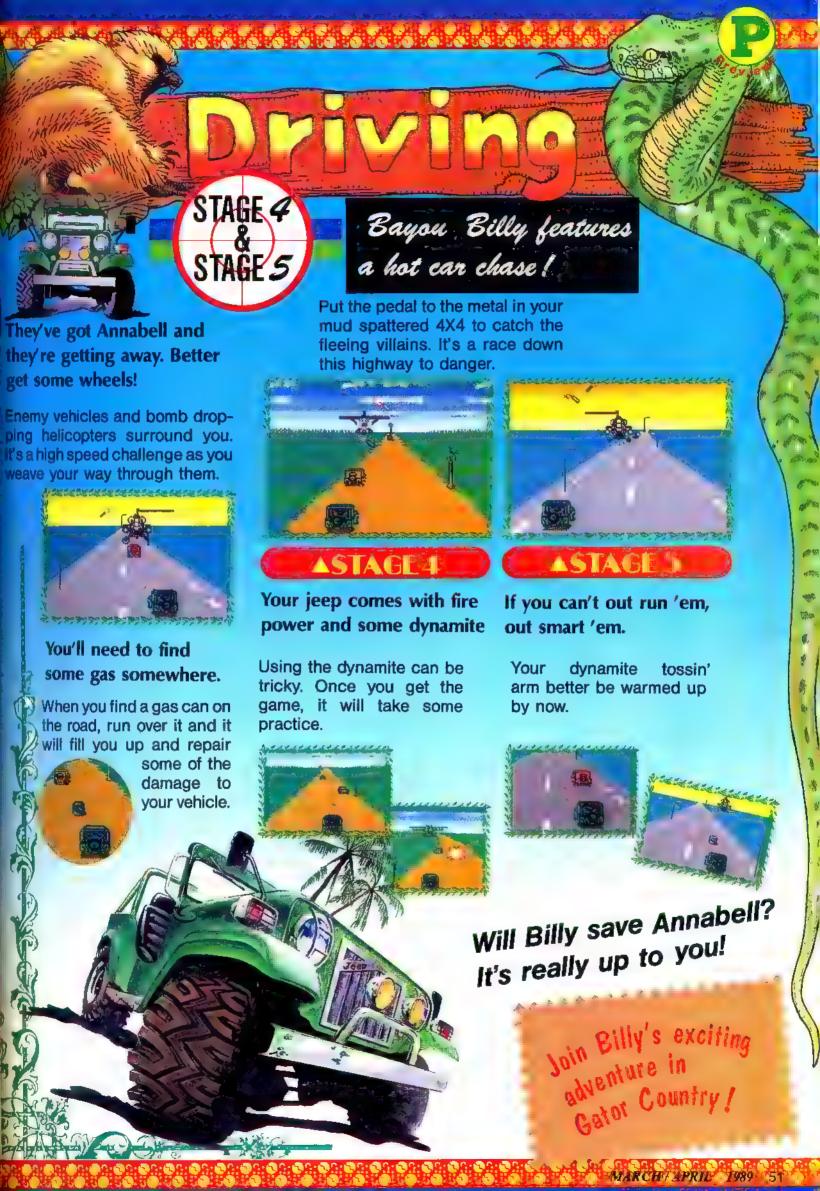


Watch your ammunition, you've only a little

There are two lightning fast thug guarding the gate to the Estate You'll have to be fast to beat them We'll give you more help in the area later.

A great feature of Bayou Billy is that you can choose to play with or without the







The Turtles uses the weapons they're famous for.

@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#

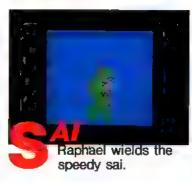
LEONARDO

No reptile wields a katana like Leonardo. Disarm those enemies seemingly just out of reach.



RAPHAEL

The sai specialist. The sai attack field is limited, but Raphael's speed is unmatched.



MICHAELANGELO

He is an expert with the nunchuku, an effective weapon against enemies in lower locations.



DONATELLO

Don's powerful bo is inherently slower, but causes more damage than any other weapon.

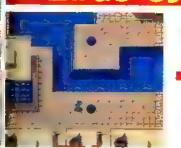


You'll find two types of maps.

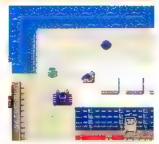
When you are outside, you can see the Turtles from a birds-eye view and the screen scrolls both horizontally and vertically. In the Action Scenes you see the Turtles from a side view, and the screen scrolls hori-

zontally. One of the best things about this game is the superb play control in the Action Scenes and the super-sharp graphics.

Birds-eye view



Go down into a manhole and get into the action.



Don't get squashed by the steam roller.

Action screen



Use your ninja skilts to jump and attack in mid-air



The tougher enemies have their own energy meters

NAMES OF THE PROPERTY OF THE P

ITEMIS

BOOMERANG

This weapon is very effective. Be sure to catch it when it comes back.

TRIPLE STARS



This weapon allows you to throw three stars and can damage more than one enemy at a time.

STAR

The Chinese Throwing Star is capable of going through several enemies in a row.

SCROLL



Use this magic scroll to send a shock wave through your enemies.

Pizza: The miracle food.

You know that Turtles love pizzaespecially T.M.N.T. In fact, the Turtles featured in the comic book hardly eat anything else. Look for pizza in the Action Scenes to keep your energy levels up.



A whole pizza!!! You can recover all of your stamina.



A single slice will only give you back 2 boxes of energy.



Here's a quick look at the first stage. Be sure to saw these maps and look for more detailed information of the Turtles and their exploits in future issues of Nin tendo Power.



You'll have to use all four Turtles.

When a Turtle is injured, switch to a heathier team member. This way you won have to start over at the beginning of the stage every time one of the Turtles is captured. Also, be sure to feed any pizza will find and feed it to the weaker Turtles.



Get down!

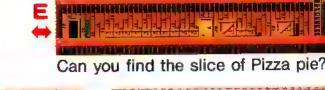
places in Area 1.

The Turtles will have to travel in the sewer tunnels to get to some

Most of the tunnels contain valuable weapons and even more valuable pizza.



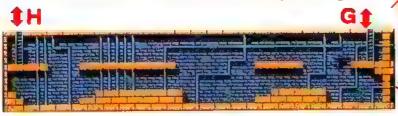
The sound effects and music in the tunnels and buildings are excellent.





guy 'r

Great graphics and excellent character control in the Action Scenes make this an exceptional game.



Some of the sewers can be incredibly challenging.

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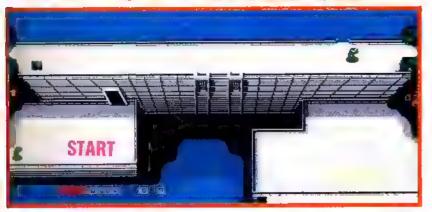


All of these things he earned T.M.N.T. so high play-test ratings from game-testers. (In fact, without instruction booklet, this wis could only make it to stage this



Here's a sneak peek at Area 2. In this Area, the Turtles will have to explore underwater caverns and disarm

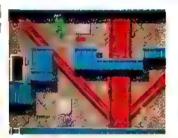
MAP OF AREA 2



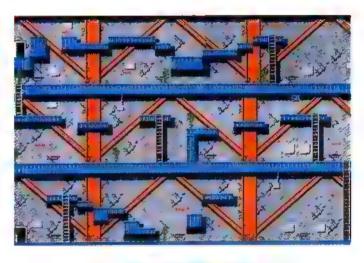
eight bombs that are set to blow up the dam. You would think that the Turtles would be able to maneuver well underwater, but this is not the case. Ever since they grew to human size, Don, Raph, Leo and Mike have become lousy swimmers.

Get on top of the dam.

There are only a few enemies inside the dam, but the real



challenge won't start until you get up to the top. Area 2 features less combat than Area 1, but requires speed and the ability to maneuver the Turtles past various obstacles.



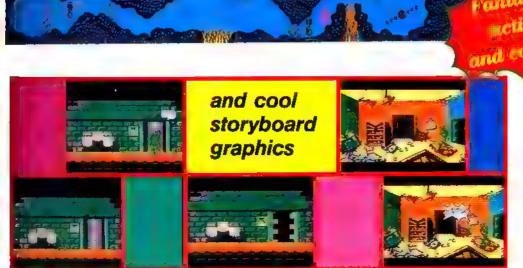
Suddenly, hold your breath... it's Turtle time!

One of the things that makes Area 2 so challenging is that the Turtles have only a limited amount of time to find and deactivate all of the bombs, and

since they lost their ability to swim well, maneuvering through the electromagnetic barriers and benumbing seaweed can be very difficult.



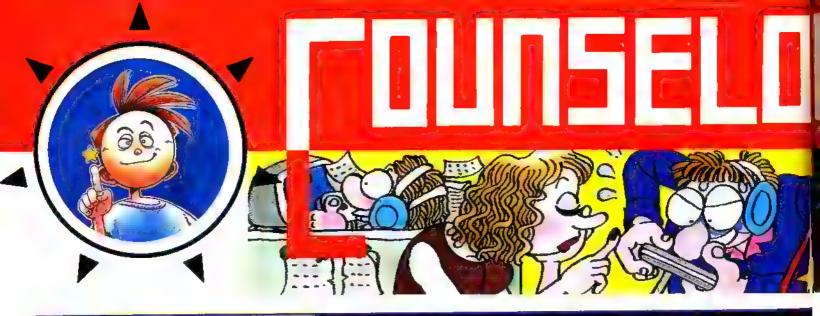
You can fight, but you sure can't swim.





All this adds up to a game you can really look forward to.

MARKETH PRINTERS



Bionic Commando

Sometimes I get stuck behind a barrier with no way out. What should I do?



Occasionally, you may enter an area without being fully equipped to pass the barriers. If

this happens, you can easily leave the section by pressing and holding the Start Button and pressing the A and B Buttons at the same time. This will lift you out onto the main map. This technique also works well if you have equipped yourself with the wrong communicator.

Any of the barriers will give way if you have the right weapon. Make sure that you have the



Unprepared to move on? Press Start. A and B here and you'll leave the

Rocket Launcher before you go into Area 6, and steer clear of Area 7 until you've found the 3-Way Gun.

There is a barrier in Neutral Zone Area 15 that is impassable unless you use a weapon. Since Neutral Zones quickly turn into combat zones when a weapon is fired, your first instinct will be to avoid shooting this barrier. In this case, however, you must. Shoot the barrier and quickly fight your way to a doorway. There you'll find a valuable item.

Bionic Commando

Once you save Super Joe, he will tell you where to go and exactly who to see to

obtain this important item. When looking for it, pay close attention to what the characters say and how they identify themselves. Many characters may offer you the Machine Gun, but only one will actually give it to you. Don't let someone trick you into thinking that he is the right person.

In Area 17, a character in a room will let you in on the loca-

Where is the Machine Gun? Where are the hidden passages?

tions of the hidden passages. He'll talk to you from a distance, but he'll only give you the information that you are seeking if you cross the spiked pit in the room and meet him directly. With a few well placed swings of your Bionic Arm, you'll be able to reach him. After you talk to him, the passages will show on your map. You'll find the helmet in one of these passages. This is a valuable item in heavy combat areas.



Swing over for important info.

Game Play Specialists clue you in.



Castlevania II Simon's Quest

How do I get to Brahm's Mansion? Where are the Daggers?



The ferryman will take you to Brahm's Mansion, but only if you are holding Dracula's

Heart, If the arrow on the Sub-Screen is pointing toward the heart, the ferryman will help you. If you are not holding the heart, he will take you across the Dead River to the town of Alba. The Count's Heart is hidden somewhere in the Mansion of Lauber.



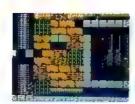
The Daggers are useful weapons that will help you fight your way on to the very end. You'll be able to buy the first



Drop garlic here to meet the character that has the Silver Dagger.

one in the town of Veros. The Silver Dagger will be given to you by a stranger when you drop garlic in the Camilla Cemetery. The Golden Dagger will be yours when you defeat the Grim Reaper.

There are some spots that look like dead ends but are not. This is the platform on the right side of the Camilla Graveyard. From the graveyard, you won't be able to reach the platform.



A particular item will help you overcome this barner.

How do I defeat the last enemies in the ?



You'll have to find another way to get to the right side here.



Blaster Master

Nearing the end of Stage Three VOL should power-up the gun to at least half of

its maximum strength. There are sixteen moving turrets at the end of this stage. They appear and attack one at a time and after a few seconds they become stationary. You should be able to avoid the two different types of fire from these opponents. When sixteen enemies have appeared, the ones that you haven't yet defeated will take turns coming back to life until either you, or they, remain.



contact with Close dangerous materials have made the frog at the end of Stage Four

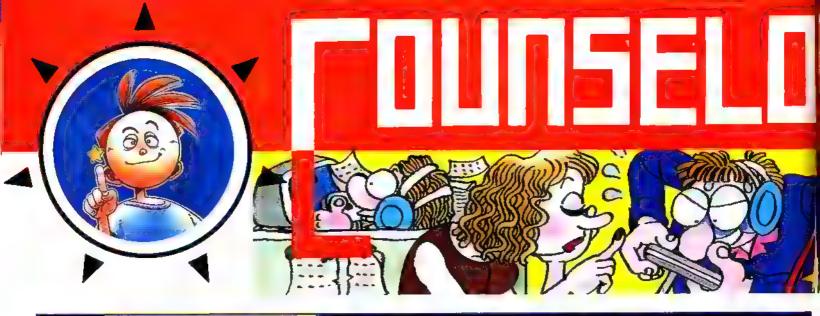
third and fourth stages?

a tough opponent with three deadly attacks. When he lashes out his stinging tongue, position vourself just to the left of the mouth. Since you are holding your weapon in your right hand, you should be able to aim directly for the frog's mouth and still avoid the tongue. The shower of fireballs that the frog unleashes next can be avoided with a quick dodge. A very large fireball can

also be avoided. Get out of the way quickly and retaliate if you can.



Open wide and say ah. Position yourself here for valuable hits on the deadly boss frog.





Zelda II-The Adventure of Link

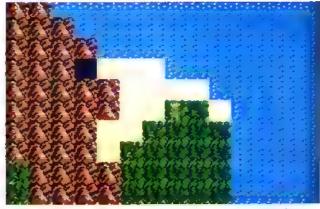
Where is the Hidden town of Kasuto? How do I find the Magic Key?



"The Wizard got all of the people of Old Kasuto together. He said 'There are too many

ghosts here. Go East.' They went East past the three rocks, looked over their shoulders and saw the ghosts following them. The townspeople were smart. They knew that some ghosts couldn't go through caves. They went north to a cave and when they went through they found a sandy beach and a clump of trees. They built a new town amongst the trees to hide them from other ghosts that might happen by, and have lived there ever since." Follow the path of the townspeople of Kasuto and use the Hammer to chop down trees and reveal the location of the hidden town.

Once you find the Hidden Town of Kasuto vou'll discover within the town the last Magic Container, a new spell, and the Magic Key. If you have seven Magic Containers, you'll find someone here that will give you an eighth container. Once you've reached vou'll pertise someone else who will teach you a spell. The spell that he teaches you, used somewhere in the town, will be the key to finding an item that When you have all of the Use the spell at a will help you get through the remaining palaces.



this level of magical ex- Use the Hammer to clear this area in search of the meet hidden town.



Magic Containers, this man will teach you a new spell.



deadend.

Game Counselor Profiles: 4 more hotshots!



Rich Lind/Agent 357

Became Game Counselor: January, 1988

Hobbies: Drag Racing, Video Games, and Computers

Highest Game Score: Mighty Bomb Jack 27,953,250

Favorite NES Game: Mike Tyson's

Punch-Out!!



Brian Ullrich/Agent 013

Became Game Counselor: January, 1988

Hobbies: Writing, Record and Comic Book Collecting, Basketball Highest Game Score: Castlevania

614,280

Favorite NES Game: Mega Man



Became Game Counselor: June 6, 1988 Hobbies: Gaming, Computers, Special

Highest Game Score: Legend of Kage

422,000

Favorite NES Game. Zanac



Tim Dale/Agent 721

Became Game Counselor: May 1, 1988 Hobbies: Swimming, Weight Lifting, Sports, Dancing

Highest Game Score: Galaga Stage 76 Favorite NES Game: Castlevania II-

Simon's Quest



Zelda II-The Adventure of Link

How do I enter the building in Darunia that gives a clue? What is the secret to the Churchbell clue in Mido?

One of the closed doors in Darunia will give you the clue, "There's someone be-

hind this door." There's no way to unlock or open the door but you will be able to get inside the building. Entering a building can only be done in a limited number of ways, and the way to enter this building is one of the most un-

conventional. One of the Spells that you have in your possession will help you reach this entrance.

The same spell will help you in the Harbor town of Mido. Someone tells you, "No one is here but a Churchbell will ring." This should point you in the direction of the Church. There's an entrance here but you'll need certain abilities to reach it.



The door is locked and there seems to be no way in. How will you get inside? Try your Santa Claus impression.



Mickey **Mousecapade**

How do I get through the Woods?



It's important to pay close attention to the color of the trees in this stage. You'll begin in

the Spring. The trees will be pink and white. Enter the second door, then you'll be in the Summer with green trees. Enter the second door here as well. Next will be the Fall. The enemies are very tough here. After you defeat the second group of bears, jump and throw Stars at the third tree to the right of the gap. A door will open in the tree. This leads

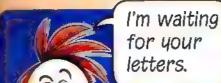
to the Winter. Advance the right until the section wraps around the beginning, then jump and fire



at the tree to the right of the Start sign. A door will open here that will lead you on to the end of the stage.



Shoot the third tree away from the pit and an entrance will open.



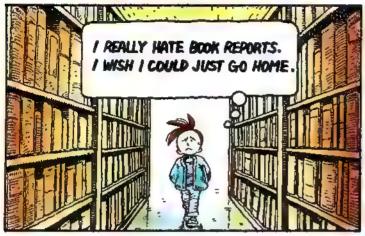


NINTENDO POWER Attn: Counselors' Corner P.O. Box 97033



1-(206)885-7529 Nintendo Game Counselors are on call from 4:00 am to 10:00 pm Pacific Time.

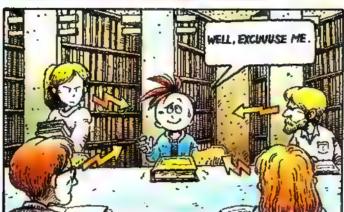






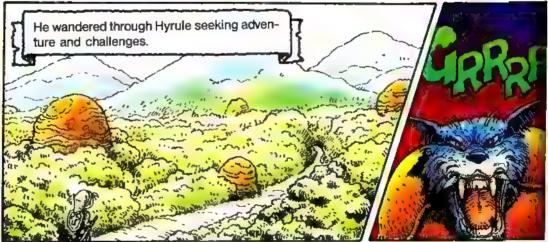










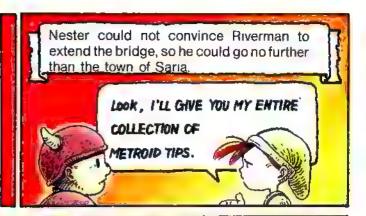




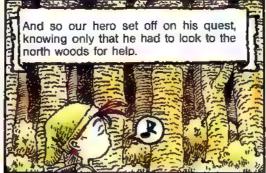


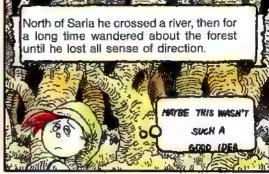


















I'LL BET YOU'RE LOOKING FOR BAGU SO YOU CAN CROSS THE BRIDGE IN SARIA.
I'VE GOT GOOD NEWS FOR YOU.
HE'S IN THE LOG CABIN RIGHT IN THE MIDDLE OF THESE WOODS.
HERE, I'LL SHOW YOU THE WAY.









BUSDIFUKNAN



GOLGO 13

From Agent #260

Apparatus Applications

The Bionic Arm, while slightly difficult to get the hang of, is an extremely useful apparatus. Midair swings timed just right will help your character move across wide gaps easily. A freefall tumble can be saved out of nowhere with a last chance extended reach. The Bionic Arm can also be used to grab items that may be too far away, or too dangerous to run to. A key to your success in Bionic Commando will be to

master the use of this device.

A freefall can be saved by a last chance grab.

To prepare for the higher levels, it's best to build up your energy toward the beginning. In the second section of Area One, there are a few areas where weak enemies will come down with great frequency. Each one you defeat will leave a bullet, and each bullet will contribute to an increase in your energy level. You can build up a tough fighter in just minutes. One helpful strategy is to collect bullets until you are just one



energy increasing

Defeat enemies here for bullets





away from an increase

before you go into a dif-

ficult area. Then, when you're almost out of energy, collect a bullet

and your energy will be

extended and refilled.

maximum energy

Collect bullets and you'll have a fighter that can last longer when facing the enemy.

From Agent #615 Stage Select!

Golgo 13 has only 52 chances to capture the leader of the evil DREK. We've developed a way you can choose exactly which stage to

start from. This procedure requires a lot of button pushing on both Controllers, so you may



need help from a friend. Toward the end of the demonstration sequence, just after the words "Top Secret Episode" appear and fade, you will see a close-up of Golgo 13's eyes. Press and release the Start Button on Controller I. then press and hold Up and the A and B Buttons. On Controller II press and hold Up and Left and the A and B Buttons. While the buttons on both controllers are being held, press Start again on Controller I. "00" will appear on the screen. Change this number by pressing Up and Down on Controller I. When you get to the desired stage (see the key below), press the A Button and be prepared to face the challenges ahead.





Press Start on Controller I, Hold Up, Left, A and B on Controller II. Hold Up, A and B on Controller I, and press Start again.

KEY:			
CODE	ACT	CODE	ACT
00 08 0A 12 1E	1 2 3 4 5	32 38 3B 40 49	7 U 9 10 13

Milule Secret Caette

Getting Started

The first floor demon will only make an appearance if you have purchased the Shrink Potion and the Spring Shoes. The Spring Shoes are difficult to find at first. In the first room, walk along the floor until you come to three blocks. Shoot the blocks on the left and right and push on the remaining center block for several seconds. When the block moves, shoot at the space where the block was. A door will appear and you'll be able to enter a shop to buy the Spring Shoes. The shop that has the Shrink Potion will be in the second

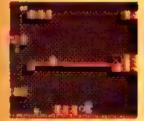


Intelligence reports tell us that there is Continue Code. It will, however, only work if you have defeated the first floor demon and have retrieved the first crystal.





Defeat the first floor demon, and collect the Crystal to continue. door. When you have these items, the demon will make his appearance. Once you've defeated it and possess the crystal, you'll be able to continue by holding Left on the Control Pad and pressing the Start Button.



Shoot the left and right blocks.



Push the remaining block.



Fire where the block was.



A door will appear.



You can buy the Spring Shoes here.



Bonus Stage and Continue

The Continue Code is similar here to the Milon's Secret Castle code. Here, though, you must find the Bee at the end of Area 1-1 to have the ability to continue. Then when the game is over, hold Right and press Start.

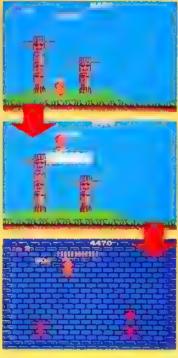




Jump around near the Area 1-1 goal and an egg will appear that contains the Bee that will enable you to Continue.

From Agent #706

Bonus Stages on Adventure Island will let you reap in a crop of ripe fruit for extra Life and points. When you get to the last two totem poles in Area 1-1, defeat the enemy and wait between the poles. In a few seconds. a platform will appear and take you to this special stage. You'll find other Bonus Stages by searching for hidden eggs containing keys and keeping an eye open for upward bound platforms.



Stand between the Totems and wait for a platform.

OPERATION

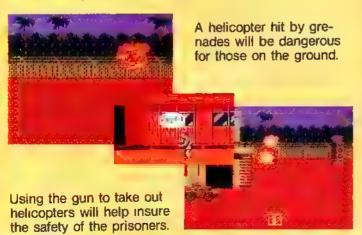
From Agent #099 **Greater Gratitude**

Our agents on the front line have discovered alternate endings for this popular combat game. The president will greet you with varying degrees of gratitude depending on how many prisoners you save in the last stage. Your financial reward and the size of the president's smile will be larger with each prisoner saved.



More survivors will make for a happier president and a greater reward.

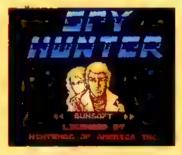
The challenge of the last stage is to defeat all of the enemy tanks and soldiers and save the prisoners in spite of the proximity of the enemies and the constant attacks. We've found that a helicopter, if destroyed by a grenade, will cause a greater radius of explosion than a helicopter that has been shot down with the gun. If a helicopter is close to a prisoner, the prisoner has a better chance for survival if the helicopter produces less shrapnel.

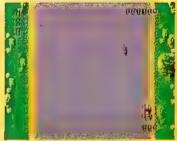


From Agent #086

Get a car with all the extras!

Here's how you can start with the ability to create Oil Slicks, a Smoke Screen, and launch Missiles. When the title screen appears, press and hold the Select Button, the A and B Buttons, and the center of the Control Pad. Press Start and your car will be loaded with all the extras. Press Select in order to change from one option to the next.





Press and hold Select, A, B, and the center of the Control Pad. Then press Start and get moving!



This code will give you an extra car too!



From Agent #123

Choose your own stage.

Warp to expert levels instantly! Just press Reset



on the Control Deck 13 times and press Start on the Controller. You'll discover that you can change the stage number on the screen by pressing Left and Right on the Control Pad! Choose to Continue and you'll start on the desired stage! It'll only work for the first ten stages though. You'll have to get to Stages 11 and 12 on your own.

CLASSIFIED TYPORYLTION



From Agent #015 Bypass the Wizard!

When you get to the second forest scene, which is just after the red caves, walk all of the way to the left until your character is at the edge of the screen. Then levitate and stop levitating very quickly by tapping Up on the Control Pad repeatedly. Your character will go off the screen to the left and appear again on the right side. You'll find that the scene has now changed and you will be back to the first forest. Go to the end of this stage and defeat the Skull. The princess that you save this time will be Penelope, the princess that you usually save at the end of the second forest! Continue playing, and in a few stages the last princess will be saved!





Fight your way to the second forest stage.





Tap Up on the Control Pad while on the left edge.





Defeat the Skull and save Penelope!

DOUBLE DRAGON



From Agent #207

Strange Weaponry

This trick requires incredible timing, but the results are worth it. This way you'll have weapons to take on Willy! In Mission 4, drop kick the Chintais and leave the knife where it falls. After you've defeated them, wait until the last Chintai blinks for the fourth time and pick up the weapon. It will transform into something like a golf club. Use this weapon against the Linda, but near the end of the battle, let one knock it out of your hand. Defeat the enemies and when the last one blinks for the fourth time pick up the weapon again. This time it will look different.





Grab the weapon when the last enemy blinks for the fourth time. It will result in a strange transformation.



Here's something else that requires good timing. You'll be able to pass the wall of cement blocks that pop out

without a scratch most of the time. Just wait for the closest top block to come out two times in a row, and walk quickly to the right. All of the other blocks will miss!



ZELDAR THE ADVENTURE OR

Ironknuckle Strategies

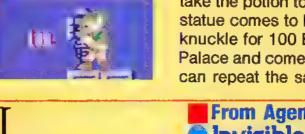
The Ironknuckies have always been among the most fierce opponents in Hyrule. Our team of experts has studied the Ironknuckles and have come up with several strategies that will help you avoid, defeat, and even take advantage of these tough characters.





The Jump Spell, can also be used to avoid conflict with some of the stronger enemies. In some cases, especially before your character has achieved very high levels of experience. it's better to leap over an Ironknuckle.







From Agent #113

If you happen to be close to an elevator while encountering an Ironknuckle, you can get on the elevator, go up slightly and hover just above the Ironknuckle, then move off just as the Ironknuckle lunges toward the elevator.





One strategy that we have found works very well in fighting the durable Ironknuckle is to crouch down and jump and jab as quickly as possible. The quicker the better. If you have the NES Advantage or NES Max, the turbo features will help with this method.





At Palace Two and beyond, you can jab at the visor of the Ironknuckle statue to either produce Red Magic Potion or make the statue come to life. If the potion appears, you can use the Life Spell to replenish your Life and then take the potion to replenish your Magic. If the statue comes to life, you can defeat the Ironknuckle for 100 Experience Points, leave the Palace and come back. When you return, you can repeat the same process.

From Agent #072 Invisible Elevator!

Here's a quick tip. Our agents have found that the moving platform at the beginning of Berkely Mansion is always in place, but it's only visible when Simon is holding a Crystal. If he has not selected a Crystal, Simon will not be able to see the platform.

Note: We've seen two different endings for this game. But our agents have not found how the endings are determined yet. If you have ideas, let us know.

ZELDA I ZHE ADVANIURE OF

Experience Transfer



Use skills of one character to advance the abilities of others.



You've saved Zelda from her long sleep and now you would like to go through the game again with another character. With a simple procedure, you'll be able to start this new character with advanced abilities and experience.

First select the character that has completed the game. This character will start with the maximum levels of Magic, Life and Attack. With his advanced skills it will be simple for him to conquer the lower level palaces, as each enemy can be defeated with only a few hits and he will know spells to aid him in his journey.

When the character conquers the First Palace and places the jewel in the statue, he will be awarded with enough Experience Points to bring him up to a total of 9,000. As the character's Experience Points begin to go up, press the Start Button to pause the game. Then, on Controller II, press the A Button and Up on the Control Pad at the same time. The game will give you the option to Continue or Save. Elect to Save and choose another character to play. This new character will begin by earning the points that were intended for the other character. Instantly, he will receive thousands of Experience Points and move up several levels on the way.

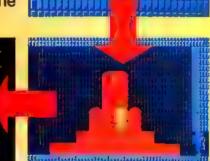
If you want even more points for this character, you can use the same procedure and have the more experienced character go through the Second Palace.

From Agent #104

The fulfillment of Link's mission is to build enough Experience Points for abilities and the increased strength that some of the more difficult palaces require. With more experience, Link will be able to defeat enemies more easily, he'll have increased stamina, and spells will be easier for him to cast. Here's a way to build experience quickly and easily. If you have a character that has been through the entire game, you can use his advanced abilities to earn Experience Points for your less accomplished characters.



Choose a chararacter that has been through the entire game. Conquer an easy level and as you are collecting your points, pause the game and save the character.







Choose a new, inexperienced character and watch the points build up! You'll be on the fourth or fifth level of experience in no time.

EUR DIE

Super Skateboard Strategy

The Downhill Event has been the subject of a large part of our agents' investigation. They've determined that the pipe near the center of the course can be negotiated for big bonus points. The trick is getting in and staying in. If you crouch down just before you enter, stay down, and don't turn while in the pipe, and you'll be successful. Remember, the more tricks, jumps and turns that you can do without taking up too much time, the better. Each extra move will earn you valuable bonus points.



In the High Jump, if you've jumped as high as you're going to go, press the A Button to kick up your board. This way you'll add a couple of inches to your jump height.

The Pool Joust is a tough event that can be mastered with practice. A good strategy is to stay on the very edge of the pool and watch to see exactly what your opponent is going to do. Be careful! If you stay in one place too long it will be your downfall.

Good luck!





Here's a quick note on The Legend of Zelda. We have discovered that inside some labyrinths. where there are rooms that have more than one kind of enemy, you'll be able to avoid defeating some of the tougher monsters. Simply defeat the less difficult creatures, so all that remains are the tough ones. Leave the room, come back, and sometimes some of the tough enemies will have changed into easier-to-defeat enemies. Repeat this procedure and you'll be able to breeze by some challenging areas!

From Agent #013 **Codename: Shred Head**

There are a few tricky spots in this fast thriller that our agents have been working on. They've donned their skating helmets and protective pads and have hit the pavement, so to speak, to come up with some tactics that will help you be the champ of the ramp.



Crouch down, stay down and skate straight.



Jump, turn and hot dog for extra points.

Agent #013 has discovered a building halfway through the Jam Event that looks like an obstacle but actually turns out to be no problem at all. Just after the first wire fence, veer sharply to the left and go straight in one doorway and out the other to gain a few precious seconds on your opponent.





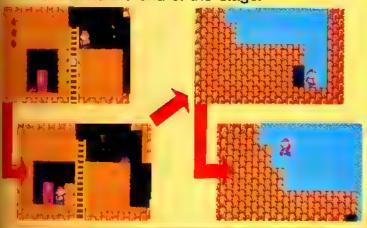


Defeat the lesser enemies, leave, come back, and some of your foes will have transformed!



Short cuts to Birdo

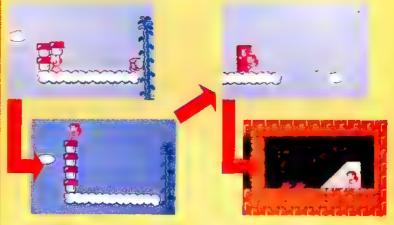
In Stage 1-1, after you enter the cave where the waterfall is, climb the vine and jump across the waterfall to the left with super speed. You'll find bombs and a break-away wall, with a door on the other side. Pick up a bomb and drop it down to the wall as it's flashing. If your timing is right, you'll be able to blow open the wall and make it to the door. The door will lead to an area that ascends to the left. Jump up to the top and off the screen. Then move left and soon you'll meet up with Birdo and the end of the stage.



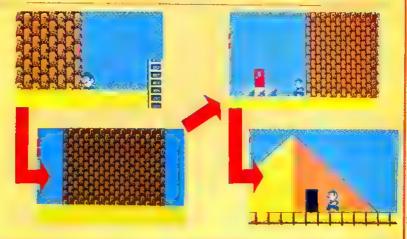
Here's one from our desert survival corps. In Stage 6-3, just after you climb up the ladder, walk to the left until you touch the wall. Let your character sink into the sand and when you're almost covered with sand, move to the left and press the A Button repeatedly. You will swim through the sand under the wall to the other side. There will be a door here that will lead to an area in the clouds. This is not a mirage: Advance to the left and you'll see the pyramid entrance to Birdo's lair. You're almost to the end!

From Agent #826

Agents have uncovered alternate routes that will lead from an early point of a stage to the Birdo character in that same stage. Here they are:



In Stage 3-1 you can cut some corners. First go through the door at the beginning. When you come out, climb the clouds to a magic carpet and float up to a vine. When you climb the vine, there will be clouds to the left that you can't stand on. You will, however be able to put a mushroom block on the clouds and then stand on the block. Then advance to the left to a door. This door will open to an area with two bombs and a wall. Bomb the wall, and move on to the left to the Birdo at the end of the Stage.



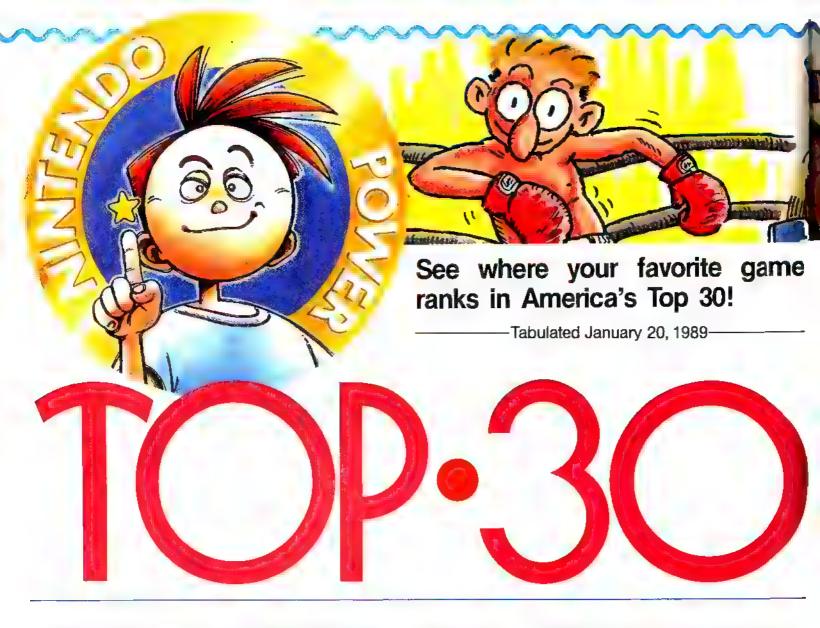
Calling all agents!

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to: Nintendo Power Classified Information

P.O. Box 97033

Redmond, WA 98073-9733





Lots of new games. Lots of changes. Lots of great contenders making their move. Some veterans who refuse to go down for the count. A couple of fiery newcomers. And each one a sure winner! Check the chart to see how your favorites stacked up.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.



Games that are really on the move. These games have jumped up several places on the poil.



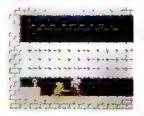
Favorites that have maintained their popularity among the Top 30.







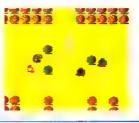
A solid lead for the second issue in a row. Number one and climbing higher all the time!





ZELDA II-THE ADVENTURE OF LINK

Up one spot from number three, Link's star is still on the rise and holding second place.





THE LEGEND OF ZELDA

Zelda traded places with her sister Pak and is still maintaining unwavering popularity.







MIKE TYSON'S PUNCH-OUT!!

Nothing keeps the champ down for very long and he's back up to number four from sixth last month.





CONTRA

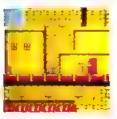
Continuing its steady climb, Contra checks in at number five, four up from number nine.





CASTLEVANIA II-SIMON'S QUEST

First time in the top ten, Simon's new sequel bows in at an impressive number six.





BIONIC COMMANDO

Whoa! Check it out. B. C. is swinging in past the rest at lucky number seven.





BLADES OF STEEL

First time in the Top 30 and it's "checking" in at number eight! This ice is definitely hot!





DOUBLE DRAGON

Back at number nine from two issues ago, Billy Lee is still holding his own.





METROID

After more than a year in the top ten, the greatest SciFi mission of all is still here.



BASES LOADED



BLASTER MASTER



MEGA MAN



CASTLEVANIA



TOP GUN



R.C. PRO-AM



KID ICARUS



RAMPAGE



MILON'S SECRET CASTLE



GOLGO 13



HUDSON'S ADVENTURE ISLAND



MEGA MAN II



METAL GEAR



PAPERBOY



POINTS 1943



POINTS ICE HOCKEY



LIFE FORCE



WIZARDS & WARRIORS



BUBBLE BOBBLE



POINTS DOUBLE DRIBBLE



Players' Picks



	Pros	PICKS	
No.	444		
2			
11.12		A street	
		The same	
	7.5		
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the state	No. of Concession, Name of Street, or other party of the Concession, Name of Street, or other pa	A STATE OF THE STA	

GAME

Dealers' Picks

GAME		
SON'S	PUNCH-OUT!!	:

1 MIKE TYSON'S PUNCH-OUT!!	2,402
2 BASES LOADED	2,363
3 CONTRA	2,361
4 DOUBLE DRAGON	2,212
5 CASTLEVANIA	1,920
6 BLASTER MASTER	1,863
7 ZELDA II-THE ADVENTURE OF LINK	1,683
8 BLADES OF STEEL	1,564
9 SUPER MARIO BROS. 2	1,562
10 RAMPAGE	1,559
11 BIONIC COMMANDO	1,499
12 PAPERBOY	1,267
13 KID ICARUS	1,178
14 R.C. PRO-AM	1,001
15 ICE HOCKEY	975
16 CALIFORNIA GAMES	971
17 LIFE FORCE	849
18 DOUBLE DRIBBLE	725
19 GOLGO 13	724
20 THE LEGEND OF ZELDA	655
21 T & C SURF DESIGN	646
22 1943	617
23 XENOPHOBE	609
24 TOP GUN	605
25 METROID	591
26 THE GOONIES	539
27 ULTIMA	536
28 PLATOON	522

1	THE LEGEND OF ZELDA	3,633
2	SUPER MARIO BROS. 2	3,424
3	ZELDA II-THE ADVENTURE OF LINK	3,405
4	MEGA MAN	3,043
5	CASTLEVANIA II-SIMON'S QUEST	2,301
6	METROID	2,225
7	BIONIC COMMANDO	1,598
8	MIKE TYSON'S PUNCH-OUT!!	1,541
9	MEGA MAN I	1,331
10	BLASTER MASTER	1,293
11	MILON'S SECRET CASTLE	970
12	CASTLEVANIA	875
13	METAL GEAR	875

4	MEGA MAN	3,043
5	CASTLEVANIA II-SIMON'S QUEST	2,301
6	METROID	2,225
7	BIONIC COMMANDO	1,598
8	MIKE TYSON'S PUNCH-OUT!!	1,541
9	MEGA MAN I	1,331
10	BLASTER MASTER	1,293
11	MILON'S SECRET CASTLE	970
12	CASTLEVANIA	875
13	METAL GEAR	875
14	HUDSON'S ADVENTURE ISLAND	799
15	SOLOMON'S KEY	780
16	DOUBLE DRAGON	723
17	WIZARDS & WARRIORS	704
18	GOLGO 13	704
19	TECMO BOWL	552
20	CONTRA	533
21	ZANAC	533
22	BLADES OF STEEL	456
23	SUPER MARIO BROS.	456
24	R.C. PRO-AM	342
25	THE GUARDIAN LEGEND	342
26	BASES LOADED	342
27	1943	323
28	DOUBLE DRIBBLE	323
29	SIDE POCKET	304
30	BUBBLE BOBBLE	266

PTS

GAME
1 SUPER MARIO BROS. 2
2 BLADES OF STEEL
3 TOP GUN
4 THE LEGEND OF ZELDA
5 CONTRA
6 BUBBLE BOBBLE
7 MIKE TYSON'S PUNCH-OUT!!
8 BASES LOADED
9 BIONIC COMMANDO
10 CASTLEVANIA II-SIMON'S QUEST
11 METROID
12 HUDSON'S ADVENTURE ISLAND
13 RAD RACER
14 ZELDA II-THE ADVENTURE OF LINK
15 KID ICARUS
16 R.C. PRO-AM
17 DONKEY KONG CLASSICS
18 MILON'S SECRET CASTLE
19 GOLF
20 DOUBLE DRAGON
21 METAL GEAR
22 COBRA COMMAND
23 10-YARD FIGHT
24 TOWN & COUNTRY SURF DESIGN
25 MICKEY MOUSECAPADE

IN THIS CORNER ... THE CHAMP IS BACK!

29 SUPER MARIO BROS.

30 WIZARDS & WARRIORS

501

501

What an upset! The Dynamite Kid comes back from sixth to claim the title.

ZELDA TRULY IS ... LEGENDARY!

There's some new blood at Nintendo and the Queen of Video Games has increased her following of loyal subjects.

THE BROS. SEEM TO B AN UNBEATABLE TEAM

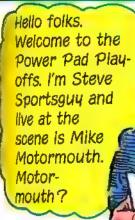
26 LIFE FORCE 27 EXCITEBIKE 28 1943

29 ICE HOCKEY

30 PINBALL

A runaway favorite among de ers, Super Mario Bros. 2 bound away with the number one st for the second time in a row-wi over eleven times the number votes of number two! Go guys

POWER PAD PLAY-OFFS 88





The contest begins. New from Nintendo, the Power Pad invites you to test your athletic abilities along with your friends or against a video challenger.

Thanks Steve. I'm here in Trevor's living room, the site of today's games, and I think its going to be a close one. The teams have been warming up and they're ready to show their stuff.









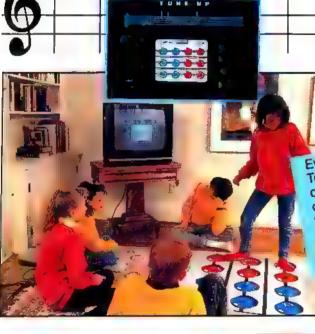




Aerobic exercise in the Dance Aerobics studio is fun and entertaining, as our Aerobics Superstar, Jeanna, demonstrates.

There's much more to Dance Aerobics, Tune Up. Mat Melodies, and Ditto test your musical and physical abilities.





Everyone agrees that Terri's own Tune Up composition tops the charts and Danielle follows the bouncing ball and scores a perfect 100 on Mat Melodies!





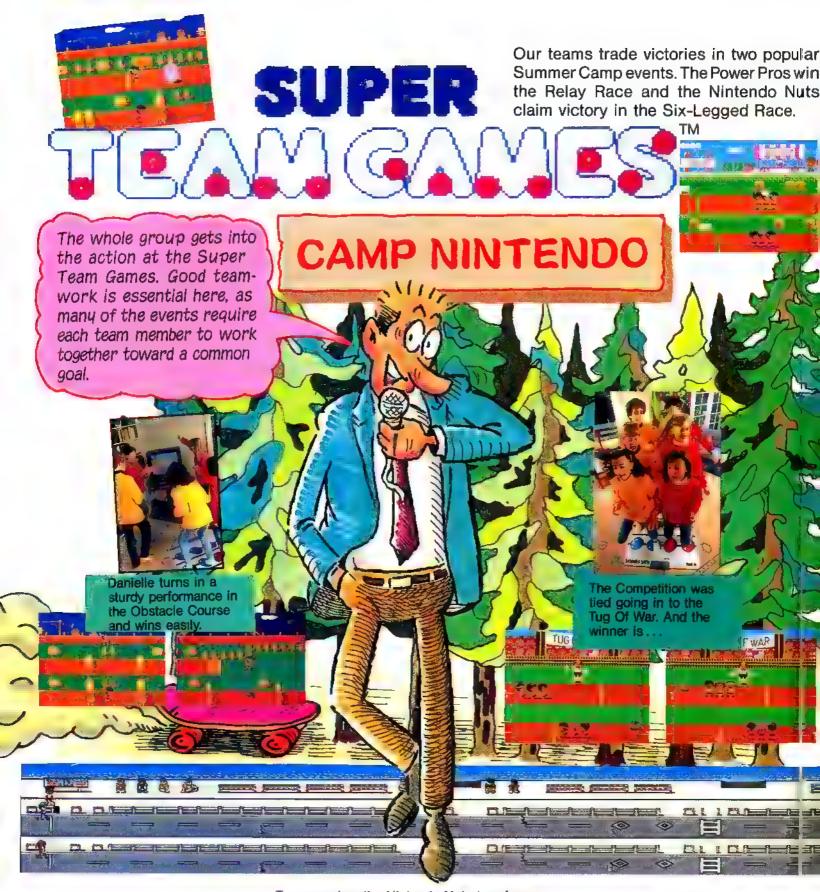








There are no clear winners in the Ditto event. Everyone is all tied up while trying to match the computer's moves. The Power Pros win the overall Aerobics contest and they lead going into the final event!



Trevor pushes the Nintendo Nuts to a free wheeling victory in the Skateboard event.





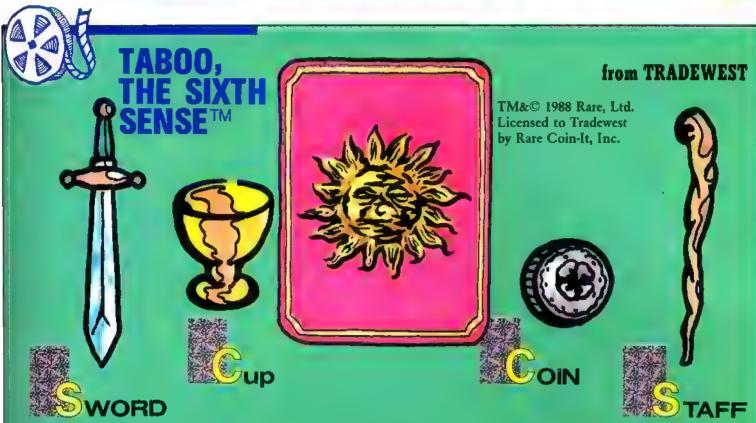


This time around in Video Shorts, we go from 16th Century feudal Japan to modern day Mexican jungles where we'll do battle with a futuristic alien. In between, we'll be put through our paces in military strategy and helicopter action. We will explore the mystic arts of kung fu and tarot readings. Roll 'em.



VIDEO SHORTS





Ancient folk traditions meet state-of-the-art technology! Tarot cards are the centuries-old traditional cards used by fortune tellers to predict the future. Taboo is the modern day technological version of a typical Tarot reading. All 78 cards of the regular Tarot deck (from which our modern day 52 playing card decks have evolved) have been incorporated into a Game Pak. Simply input your name, birthdate, sex, and ask a question about a specific upcoming situation or event. The electronic Tarot deck is shuffled and one particular card is selected to

represent you, while ten more cards are laid to provide you with the answer to the question you just asked. After your reading, select a state and lucky numbers will be displayed. They could be your winning numbers. Taboo even comes wrapped in a black silky velvet cloak, the traditional wrap of a Tarot deck.



To what question do you dare seek an answer?



The mystic hand with the quill pen will write your personal information.



The deck is shuffled and a card is displayed to represent the questioner.

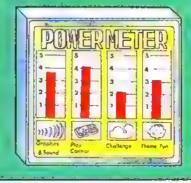


The Tarot cards are in the positions forming the celtic cross.

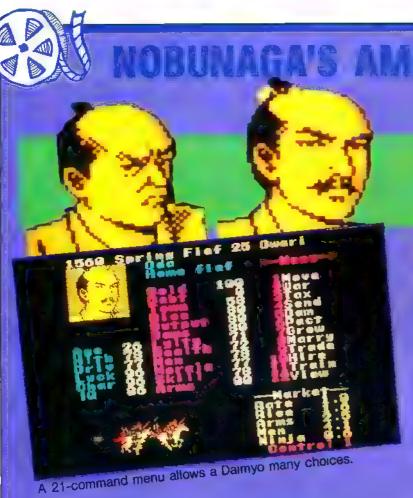


Select a state and get your lucky numbers.

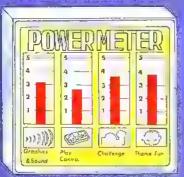
Taboo is intended strictly as entertainment and as a curiosity. No other use is encouraged or implied. Taboo deals with a subject matter that may not be appropriate for some players.

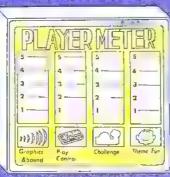






Welcome to 16th Century feudal Japan, rampant with chaos as there is no single ruler or government to unite the people. Many Daimyos (leaders of smaller sections of the country) attempt conquest and growth of their individual empires and vie for control of the entire nation. The most notorious of the Daimyos is Oda Nobunaga and his ambition, like the other Daimyos, is total conquest. With a "Zelda"-like memory, this game is rich in the flavor of Japan's civil war period, relating the uncertainty and brutality of the times. Accept the role of one of 50 Diamyos and define his characteristics. Soon you'll have an understanding for the problems which face the Diamyos as a menu screen with 21 commands appears and you must make decisions which will determine the future of your followers. If you tax the people, will they revolt? Should you sell your surplus goods and hire ninja spies or simply declare war or. .?







from KOEI

TM Koei Corporation

Define the character of your Diamyo with number amounts for characteristics.



Watch the information insert to learn news of other fiels.





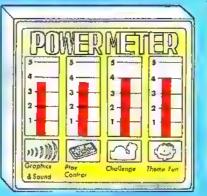


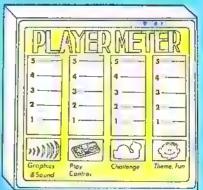
DESERT COMMANDER™ ™

from KEMCO-SEIKA

TM Kemko-Seika

"General, we got enemy fighters coming in from the east and our reconnaissance team reports a division of infantry and armored units to the south, but they've left their base unguarded. Request orders, sir! Over!" "Ready the antiaircraft weaponry, send our fighters south, and mobilize our bombers to take out that base! Yesterday, Mister!!!" You are in command of your country's defense. With your limited budget, select the equipment and personnel that you think will be most effective. The large overview map will keep you updated as to the enemy's positions and movements. Using your world renowned combat ingenuity, you must command your forces to maximize their effectiveness. You must protect your base and keep supplies replenished. When your forces meet the enemy and engage in battle, a split screen shows the action and keeps track of casualties and equipment loss. Play against the computer or a fellow general.



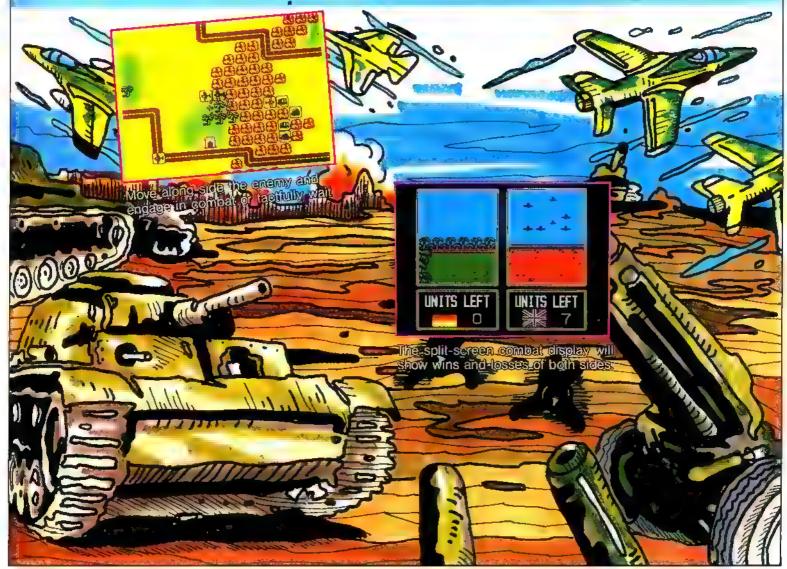




Determine your needs and set allotments for equipment and aircraft.



Place your squadrons in strategic places to gain an early advantage.





MAPPYLAND™

from TAXAN
TM&© Namco Ltd.

Here's a bouncy little quest to get your spirits hopping and move you to spring into action. Mappy, a policeman mouse on vacation, has some hurdles to vault. You see. Mappy is having a bad day. It's Mappy's girlfriend, Mapico's birthday and the Guchi Gang has stolen and hidden the presents that Mappy had bought for her. Guide Mappy through the eight areas where the presents are hidden, while the Guchi Gang chase you and try to prevent you from finding your treasures. Use quick







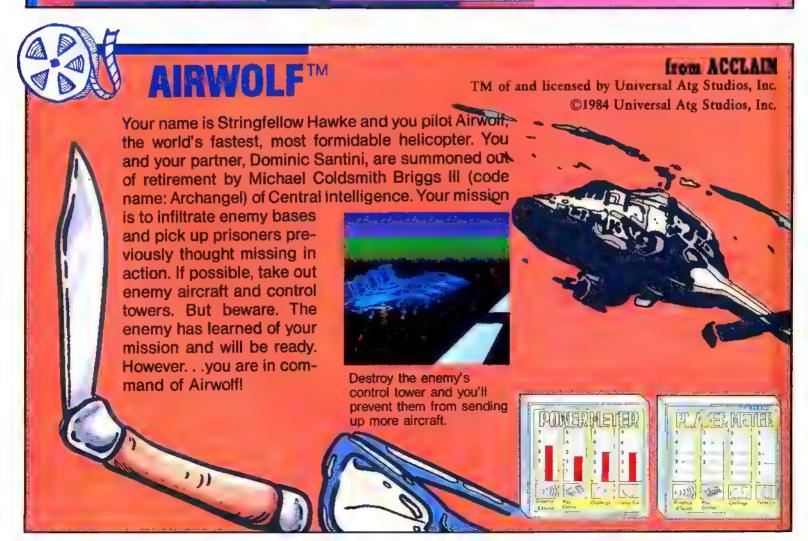
thinking and the many trampolines available to outmaneuver these rascals. Get the jump on the gang with available weapons like fireworks, bowling balls, and fish. Mapico's party starts soon and the clock is ticking!



Get the special items for protection or to bump the Guchi Gang.



Grab the "brass ring" for a happy escape or to knock over the gang.



VIDEO SHORTS



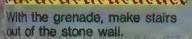
PREDATOR™

from ACTIVISION Predator title and characters © 1987 Twentieth Century Fox. Program © 1988 Activision Inc.



Deep in the heart of the tropical jungle is Major Dutch Schaefer who, along with his team of commandos, has just completed a rescue mission. However. one by one his men have disappeared, victims of a savage alien with an uncanny invisible camouflage. Now, it is one man, a trained combat strategist against a deadly powerful and mysterious alien. The major will have to use all his. experience and cunning to defeat this alien foe and the enemy soldiers that still lurk about "Soon the hunt will, begin." Inspired by the hit. action thriller.

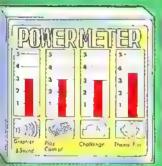




FLYING DRAGON™

from CULTURE BRAIN TM Culture Brain USA Inc.

Ryuhi, a young man trained as a master in the martial art of Kempo, sets off on a journey to take part in a tournament of contact sports. His challengers are the criminally brutal Tusk Soldiers, who six years earlier had robbed Ryuhi's mentor of several Secret Scrolls. Throughout his journey, Ryuhi must defeat the Tusk Soldiers to recover the stolen sacred writings and reveal the Soldier's true identities. Each scroll will also increase Ryuhi's abilities and powers, enabling him to be the tournament champion.









Announcing a Revolution in Home Video Fun!

On April 1, 1989, Nintendo of America Inc. unveiled a new series of Game Paks which it hopes will become the latest craze for its popular Nintendo Entertainment System (NES).

The new games are all part of what Nintendo calls the A.F.D. Reality Game System which emphasizes activities from everyday life unlike the currently popular fantasy quests and action games. A Nintendo spokesman stated that the new games would be fun, educational, and above all derived directly from real experiences that any player might one day experience.

For instance, in the Home Life Series of games, the Game Pak Muttroid teaches you how to give the dog a bath, clip its nails, and train it to fetch your slippers while at the same time you are beset by leaky plumbing and visiting relatives with three Siamese cats. Kids who got a chance to test the game said that it was just like real life except they didn't get wet.

Another favorite test Game Pak came from the Job Training Series. People who plugged in a copy of Home Ninja Workshop learned how to scale walls without the assistance of ladders or rope, how to conceal them-

behind curtains and selves beneath chairs, and how to transform into an ancient warrior by using marshmallow cream. If this sounds a little too real for your tastes, maybe you would prefer more domestic games, such as Mommy Kong, Kid Sisters R' Us, or even Russian Hat Rack which pits your hat tossing skills against those of a trained bear named Sasha. Whatever your preference, the new Nintendo A.F.D. Reality Game System has a game to which you can relate, because now you're living with power.

By the way, for those of you who have been wondering what the A.F.D. stands for, it turns out that it is short for April Fool's Day. Gotcha.



HE WORLD STEPS

We've had so many questions lately that we thought we'd answer them here in the NES Journal, However, rather than just give you the answers straight out, we decided to create this little quiz to test your video game comprehension and to do away with false rumors. There are no prizes; just the inner pride of knowing that you met the challenge of this grueling ordeal. And your mother will be so groud.



CHOOSE THE BEST ANSWER.

- How many Minus Worlds are contained in Super Mario Bros.?
- Only one: at the end of 1-2 (Accept no substitutions.) Twelve: in the middle of 4-6.
- Four hundred and thirty-nine, at the beginning of World 83-14a.
- D. Four minus worlds, three positive demensions, two neutral planes, ...and a partridge in a pear tree.

 2. How does one get out of the "*&%(!!*" Minus World at the end of World 1-2?
- A. With the Power-Up crowbar
- B. Find the magic scuba gear and warp out to 8-4.
- Go through the warp pipe that leads to Hyrule where Mario will surface and help Link battle Gannon
- You don't. You are trapped No one has ever found a way out. (If you do, send us a picture We'd love to see it.)
- 3. Is Nester the son of Howard Phillips?
- Yes. Note the family resemblance
- B. No. Nester is Howard's little brother. Note the family resemblance
- No. (Though there does seem to be a strong resemblance.)
- No. Nester is a fictional character created by Howard Phillips. His name means "NES-ter." Though there is a strong family resemblance.
- 4. Is there an adapter which allows one to play another video game system's games on the NES?
- A. No, nor can you play our games on any other system.

- Yes, but it requires strong mental powers to operate it.
 Yes, and it sells for only \$20,000 000 95. Donald Trump owns the only one we know of.
 Oh, sure, and we gave one to .uh. the .Tooth Fairy, yeah, that's it, the Tooth Fairy, yeah. And one to .uh.
 Santa Claus, yeah, that's the ticket, and the Easter Bunny, too, yeah. And we're, we're sending one to everybody in the countr. universe. Yeah, that's it. The entire universe. Yeah.
- Will a player get free games, money, a trip to Europe, true love, a place in Heaven, etc. if he or she defeats Gannon, Mike Tyson, Bowser, Wart, the Mother Brain, Medusa, etc.
 No. Only immortality and a guest shot on "Letterman."
 No. Nintendo is not conducting a contest which awards prizes for defeating any specific character in
- our games.
- You mean you haven't got yours yet?

 No. You only receive an adapter like the one Donald Trump has.
- 6. Was Nintendo on strike; did it burn down; was it burred in an earthquake; or did any other catastophic event take place at Nintendo during Christmas of 1987.
- No, just the glant meteor.
- B. No, just that Amityville thing
- C. No, fortunately nothing like that happened; just the usual chaos.

 D. Yes, all of it happened. But it was just another typical day here at Nintendo.
- 7. Is it possible to order games directly from Nintendo?
- No. We do not sell directly to the public!
- B. No. We do not sell directly to the public!
- No. We do not sell directly to the publict
- Read our lips. We do not sell directly to the public! You should visit your local retailer.
- 8. If you hold the map of Hyrule up to a mirror, which state does it appear to resemble?
- The state of Antartica.
- The state of Mars.
 The state of Washington.
- D. The state of confusion.
- 9. When sending a letter to Nintendo, it is best to include which of the following in the letter and on the
- A. My full name, address, and zip code
- Super Bowl tickets.
- C. Very legible handwritten (or preferably typewritten) words D. All of the above

10. How does one find the Rainbow World on Super Mario Bros.? A You don't. There is no such thing

- B. By looking through a prism.
- By creating a fine mist in front of your video monitor and then shining a light through it.
- Duck under the lava at the base of the Mother Brain's pedestal.
- 11. When does Kid Icarus' adventure take place?

- A. B.C B. A.D. C. A. and B
- We're confused
- 12. The very best way to get video game information, secrets, and tips is.
- A. To trade your little brother for them.
- In institutions of higher learning.
- To read Nintendo Power
- D. To call Nester
- One of the very first video games was called.
- Super Wheel Bros.
- B Donkey Saur
- Og's Punch-Out
- D. Pong (or something like that)

Answers: 1.A.; 2.D.; 3.D.; 4.A.; 5.B.; 6.C.; 7.D.; 8.C.; 9.C.; 10.A.; 11.A. or D.; 12.C.; 13 D. Each question is worth 10 points. If you even read this page, give yourself 20 points. Add up your score, if you scored less than 50, you've led a wasted life. 50 to 60—Power Player to be, 61 to 70—Cooking with a micro-wave. 71 to 80—Power Player in training. 81 to 90—Power Player extraordinaire 91 or more—"Whoa, get down!" If you can't figure your score, you're better off. Congratulations to all



Model, actress and NES Pro. This Star has it all.

It all started back in December. 1986. Celebrity teens gathered together in Beverly Hills to participate in the "Super Mario-a-Thon" developed as an event to help raise funds for the Scott Newman Foundation, an anti drug organization. What started, you may ask? Shalane McCall's love for Nintendo! Just as millions of us have found a place in our hearts and homes for Nintendo, sixteen year old McCall has as well. Best known for her five year role as Charlie Wade on the hit TV series. "Dallas." McCall has recently left the show to pursue her modeling career and has completed production of a new home video called "Modeling: What It Takes With Shalane McCall."

But this home video is not the only one you'll find on her shelves; Nintendo home video games are stacked up there, too.

"Super Mario Bros. is my favorite game," explained McCall. "I learned how to play the game while participating in the Super Mario-a-Thon and have loved it ever since. I'm really looking forward to Super Mario Bros. 2!"

The Former "Dallas" Star is Tuned into Nintendo



Shalane even has her own "how to" video on modeling.

And, McCall does not experience the fun and excitement of Nintendo alone. Friends such as Ahmet Zappa, son of Frank Zappa, and Ryan Lambert from Kid's Inc. take time out from their busy



schedules to challenge McCall's Nintendo game playing skills. "I often go to a friend's house to play Nintendo," said McCall, "and it's fun to see my friend Steve Dorf on the Double Dragon ads."

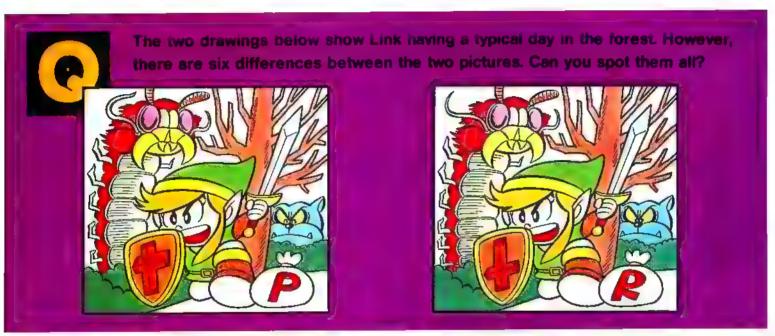
Since completing production of the modeling video, McCall has been on radio and has made appearances at various charity events and numerous publicity appearances on television shows. When not traveling, working, on playing Nintendo, McCall likes to listen to music, especially from favorite groups such as The Smith, U2, and Jane's Addiction.

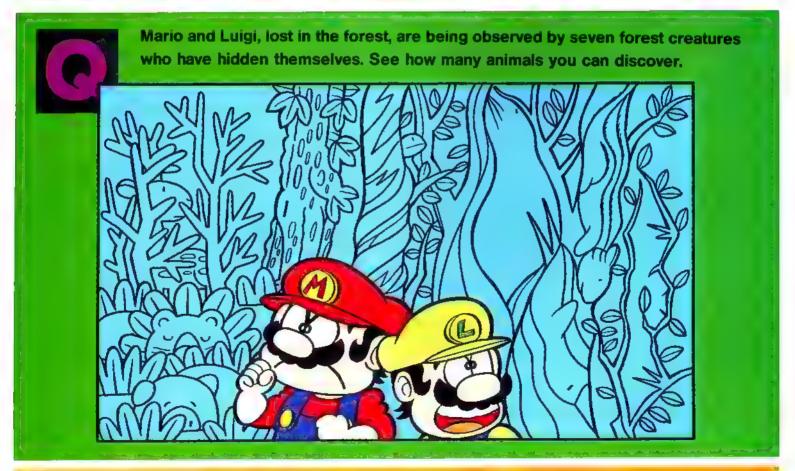
To her credit, in addition to "Dallas" and a successful modeling career, McCall has won more than 100 beauty pageant awards and has received several other awards including Youth in Film's "Best Young Actress in a Daytime or Nighttime Television Series." Will an award for being a hot video game player follow? Only time will tell.



"Out Of Sight" Page!

Here are a couple of eyeball-bending picture puzzles to test your powers of observation. Be thorough and look carefully at the puzzles, but see how quickly you can solve them. Time yourself and race a friend!







Link differences: Cross on shield is upside down. Tree branches are different. Darknuts eyes are different. Letter on bag P and R. Lanmola's whisker's and body are different. Mario Bros: Lion, pig, squirrel, bird, snake, crocodile, seal and deer.





Nintendo Power Ballot and Survey

Using the postcard below, answer the following questions and your name will be entered in our Nintendo Power Awards '88 drawing. More importantly, you'll help us decide which games win the Nesters. Refer to Nester Awards article on pages 88, 91, 92 for nominees.

- A. Best Graphics and Sound
- B. Best Challenge
- C. Best Theme, Fun
- D. Best Play Control
- E. Best Character
- F. Best Ending
- G. Best Player v.s. Player
- H. Over All



- I. How old are you?
 - 1. Under 6
 - 2. 6-11
 - 3. 12-14
 - 4. 15-17
 - 5. 18-24
 - 6. 25 or Older
- J. Sex
 - 1. Male
 - 2. Female

Please use the list of game titles (1-118) on the next page to answer the following questions.

- K. What two games would you like to see reviewed in a future issue of Nintendo Power?
- L. What three games are you planning to purchase next?
- M. Please indicate, in order of preference, your five favorite games.

		Ballot		
Nam	e	Tele		
Addr	ess			
City	State		Zip	
Sub	scriber No.	(Fun Cłub Member	No.)	
Vote	for the Nesters using the article on pages 88,	and the second s		
A. B.	(a -e) E (a-e) F			
C.	(a—e) G	(a-e)		
D, I.	(a-e) H 1, under 6 2, 6-11			
1+	4. 15-17 5. 18-24			
J.	1. Male 2. Female		_	
K.	Indicate Numbers 1-118 (list on next page)	a	b.	
L.	Indicate Numbers 1-118 (list on next page)			c
M.	Indicate Numbers 1-118 (list on next page)		_ b	c
		d.	e	



MAR/APR ISSUE PLAYER'S POLL GAME LIST

1	1943	34	Guerilla War
2	Adventure of Lolo	35	Gun.Smoke
3	Airwolf	36	Gyruss
4	Athletic World	37	
5	Bad Dudes	38	Hudson's Adventure
6	Bases Loaded		Island
7	Bionic Commando	39	Ice Hockey
- 8	Blades of Steel	40	Indiana Jones & The
9	Blaster Master		Temple of Doom
10	Bubble Bobble	41	Ironsword
11	Bump 'N Jump	42	Jackal
12	California Games	43	Jeopardy, Jr.
13	California Raisins	44	John Elways Quarterbac
14	Castlevania	45	Kid Icarus
15	Clash at Demonhead	46	
16	Cobra Command	47	Knight Rider
17	Cobra Triangle	48	Kung Fu Hero
18	Contra	49	Legendary Wings
19	Defender of the Crown	50	Life Force
20	Desert Command	51	Magic Johnson's Fast
21	Double Dragon		Break
22	Double Dribble	52	Major League Baseball
23	Dragon Warrior	53	Mappyland
24	Dr Jekyll & Mr. Hyde	54	Marble Madness
25	Faxanadu	55	Mega Man
26	Fester's Quest	56	Mega Man II
27	Flying Dragon	57	Metroid
28	Friday the 13th	58	Mickey Mousecapade
29	Ghostbusters	59	Mike Tyson's Punch-Out
30	Ghosts 'N Goblins	60	Monster Party
31	Goal	61	Ninja Gaiden
32	Godzilla	62	Ninja Taro
33	Golgo 13	63	Nobunaga's Ambition

64	N.F.L. Football	97
65	One-on-One	98
66	Operation Wolf	
67	Othello	99
58	Paperboy	100
69	Pinbot	
70	Platoon	101
71	Power Glove	102
72	Predator	103
73	Pro Basketball	104
74	Pro Wrestling	105
75	Q*Bert	106
76	Rad Racer	107
77	Rampage	108
78	R.C. Pro-Am	109
79	Robo Warrior	110
80	Robocop	111
81	Rollerball	112
82	Rygar	113
83	Sesame St. 123	
84	Skate or Die	114
85	Spy vs. Spy	115
86	Star Soldier	116
87	Star Trek V	117
88	Stealth Eagle	118
89	Street Cop	
90	Strider	
91	Super Dodge Ball	
92	Super Mario Bros.	

Super Mario Bros. 2

Super Sushi Pinball

T & C Surf Design

Taboo

Tecmo Bowl Teenage Mutant Ninja **Turtles** Terminator The Adventure of Bayou Billy The Goonies II The Guardian Legend The Legend of Kage The Legend of Zelda Thundercade To the Earth Top Gun Trick Shooting Ultima Vegas Dream Wheel of Fortune Wheel of Fortune, Jr. Who Saved Roger Rabbit? Wizards & Warriors World Games Wrestlemania Xenophobe Zelda II-The Adventure

MORE TO COME!

of Link



93

94 95

> Place 25 ¢ Stamp Here

Nintendo Power

P.O. BOX 97062 Redmond, WA 98073-9762

The Nominee



Best Graphics & Sound

Which of these five games has the brightest graphics and the best sound effects? Do you go for the music of one, or characters and background design of another? Cast your vote.



Best Challenge

Some games might be too easy. And some are just too hard. This is your chance to pick the one you think is just right!

A	DOUBLE DRAGON
В	SIMON'S QUEST—CASTLEVANIA II
	METROID
D	BLASTER MASTER
	WIZARDS & WARRIORS

A	THE LEGEND OF ZELDA
B	HUDSON'S ADVENTURE ISLAND
C	SOLOMON'S KEY
B	BIONIC COMMANDO
E	CASTLEVANIA



Best Theme: Fun

These games all have something a little special The storyline makes them a blast to play again and again. Vote for your fav



Best Play Control

When you feel like there is a direct connection between you and the movements on the screen, that's great play control. Select the one that makes you feet like you're "really there!

A	SUPER MARIO BROS. 2
B	ZELDA II—THE ADVENTURE OF LINK
C	GOLGO 13
D	BIONIC COMMANDO
E	SIMON'S QUEST
F	BLASTER MASTER

A	SUPER MARIO BROS. 2
33	METROID
C	CASTLEVANIA
D	BLADES OF STEEL
	BLASTER MASTER

Let's Vote!

Cast your vote using the postcard on page 90. You could win a library of the best games of '88. Twenty Five lucky

winners will get the eight best games of '88 for their own NES collection. (If one title wins more than one category, the second place title will be substituted).

Best Character

Now's your chance to vote for your favorite hero. Which one of these characters has the most video charisma?

4	LINK (Zelda II)		SIMON BELMONT (Simon's Quest)
	MEGA MAN (Mega Man)	<u>L</u>	COMMANDO JOE (Bionic Commando)
C	SAMUS (Metroid)	***	KUROS (Wizard & Warriors)
	MARIO (Super Mario Bros. 2)		JASON (Blaster Master)
-	DUKE TOGO (Golgo 13)		MASTER HIGGINS (Hudson's Adv. Island)

Best Ending

After all is said and done, which ending made it most worth all the effort?

Α	SUPER MARIO BROS. 2
В	CASTLEVANIA
С	ZELDA II
D	BLASTER MASTER
E	BIONIC COMMANDO



Which of these makes it the most fun to challenge a friend instead of a computer opponent?

BLADES OF STEEL
BASES LOADED
PRO WRESTLING
DOUBLE DRIBBLE
WHEEL OF FORTUNE



Α	ZELDA II—THE ADVENTURE OF LINK
В	THE LEGEND OF ZELDA
С	GOLGO 13
D	SUPER MARIO BROS. 2
E	MEGA MAN
F	DOUBLE DRAGON
G	MIKE TYSON'S PUNCH-OUT!!
Н	METROID
1	BLASTER MASTER
j	BIONIC COMMANDO

Sept/Oct Issue Players's Poll Contest Winners

Grand	Prize

Joel Cazzett

Second Prize

Andy Butcher
James Lenamond
Marcos Jimenez
Michael T Sharpe
Scott Atwood

Third Prize

Aaron Gardiner
Axel Hadida
Bryan Pizzi
Bryan Nielsen
Carolyn Hughes
Dusty Chandler
Jasen Hansen
Joe Middleworth
Michael Randoll
Scott Philemon
OCCL I THOMOTOR

Mukwongago	WI
Carrollton	TX
Sacramento	CA
Englewood	OH
Astoria	OR
Brush Prairie	WY
Miami Beach	FL

Manteca

Washington Glendora

Griffithville

Fowlerville

Neenah

Carthage Langely AFB **Baltimore**

Adam Walker Adam Degener

Arex Soran
Andrew L Daugherty
Anthony Gallo
Ben M. Kunkel
Brad Cole
Bnan J. Tischler
Bubba Davenport
Chris Katzberg
Chris Knauf
Chuck Haber
Craig Benton
Crystal Wilson
Danny Caropreso
Daniel Mekencirick
Darren Sanders
Darrin Bistline
Dennis Lee
Donald Stott
Doug Hazelberg
Erwin Choi
EIWIII CHOI

Fourth Prize Wallingford CT KY ID AL NJ OH IMN Louisville Twin Falls Elba Wildwood Shiloh Bloomington Woodbury SC NE Wi Greenwood Hastings Waukesha Highland Park Hutchingson MO IA AK MO AZ CA RI St. Louis Mason City Palmer St. Charles Colorado City Union City Westerly Kenosha Kingston

Washington Langhorne Philadelphia Modesto Waldorf Ocean Henerson Philadelphia Acton Nineveh Millersville Monroe North Canton Virginia Beach Rocklama Los Angeles Vista Columbus Grove Leaghe City Lake Lure Glenview Festus Denver Litchfield Houston New York City Corlville Milchell	MA PA A MA PA A MA MA MA CA H T NC MA MA CA H T NC MA CA
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You could be next!

NOV/DEC Issue Player's Poll Contest Winners

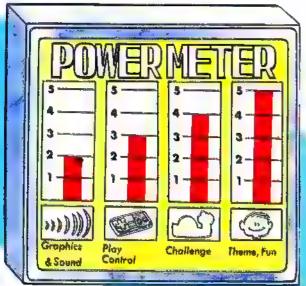
Grand Prize Winner Mike Lee. Edmonds, WA Trip for 4 to Disneyland!

Second Prize Winners: Games, games and more games

Aaron McBride, CA, Ahmad Asiomi, GA, Aimee Zucco, Wi, Alan Gibson, CA, Alan Campbell, SC, Alec Taylor, MD, Alex Scott, PA, Alex Kerby, VA, Alex Gard, KS, Allen Ejercito, CA, Allen Yau, TX, Alie Loudermilk, KY, Alonzo Collard, UT, Amy Leavitt, OR, Amy Saragusa, LA, Andrew Law, IL, Andrew Koziol, NJ, Andrew Smith, VA, Andrew Phillips, MN, Andy Lauridsen, MI, Andy Marshik, MN, Andy Crane, VA, Angelo Stern, WA, Anne Alo, CA, Anthony Brooks, OH, Anthony Rhinehart, VA, Anthony Trani, NY, Anthony Leone, KS, Arnell Genodia, HI, Arshad Khan, TX, Asa L, Hiles, KY, BJ, Smith, TN, Ben Harris, OR, Ben Williams, CA, Ben Villarreal, TX, Bennamin Holt, TX, Bill Drevojan, HN Bill Mohr, IL, Billy Cripe, OK, Bob Rosner, CA, Bobby Diehl, NJ, Bonnie Elster, PA, Boris Usztan, MI, Brad Carson, CO, Brad Kingsburg, NJ, Brad Fike, IN, Brad Klotzshe, IN, Brain Kerr, AL, Brandon Krouse, WA, Brant Ross, IN, Brant Ford MI, Brendan O'Riordan, PA, Brent Krekelberg, MN, Brent Lee, CA, Brian Fitzgerald, VA, Brian Hurguy, CA, Brian Levings, OK, Brian S, McKinstry, IA, Brian Piffer, IA, Brian Hale, CK, Brian Wagner, AR, Brian Burns, MA, Brian Tomasso, NJ, Brian Hopkinson, WI, Brian Wilder, OK, Brian Kuehn, ND, Brian Hmoff, ID, Brian Bernterich, WI, Brian Metzgen, NJ, Brian Reese, NY, Brian Sandvall, SD, Brian Tracy, FL, Brian Banto, HI, Bronwgn Robertson, MA, Bruce Lawfer, AL, Bryan Fronczek, IL, Bryton Sampson, UT C, J. Del Vecchio Jr. IL., C. Johnson-Revnolds PA. Cahrles M Atkins VA. Casev Brown, IN, Casev Fivecout, OR, Casev S, Yoo, HI, Casev Cane, CA, Charles M Atkins VA. Casev Brown, IN, Casev Fivecout, OR, Casev S, Yoo, HI, Casev Cane, CA, Charles M Atkins VA. Casev Brown, IN, Casev Fivecout, OR, Casev S, Yoo, HI, Casev Cane, CA, Charles M Atkins VA. Casev Brown, IN, Casev Fivecout, OR, Casev S, Yoo, HI, Casev Cane, CA, Charles M Atkins VA. Casev Brown, IN, Casev Fivecout, OR, Casev S, Yoo, HI, Casev Cane, CA, Charles M Atkins VA. Casev Brown, IN, Casev Fivecout, OR, Casev S, Yoo, HI, Casev Cane, CA, Charles M Atkins VA. Casev Brown, IN, Ca NJ, Brian Reese, NY, Brian Sandvall, SD, Brian Tracy, FL, Brian Bainto, HI, Bronwgn Robertson, MA, Bruce Lawler, AL, Bryan Fronczek, IL, Bryton Sampson, UT C. J. Del Vecchio Jr, IL, C. Johnson-Reynolds PA, Cahrles M Atkins VA, Casey Brown, IN, Casey Fivecout, OR, Casey S. Yoo, HI, Casey Cane, CA, Chad Richter, WI, Chad Kane, UT, Chad Orn, ND, Chad Heriaud, IL, Chad Lockhart, IL, Chad Walker, SC, Charles Huckaby, TN, Charlie Brawner, WI, Chase Maleolm, SD. Chris Balsom, NC. Chris Meek, IN, Chris Guterrez, CA, Chris Fiscel, In Chris Brown, NY, Chris Abbate, MA, Chris Dennis, IA, Chris Marsh, CA, Chris Stevens, GA, Chris Hieber, GA, Chris Preller, PA, Chris Rauschuber, TX, Christopher Weger, CA, Christopher Bennis, NJ, Christy Wilhelm, NC, Chuck Phillips, AL, Chung W. Lee, MA, Chyle McMahon, IL, Cindy Sikora, MI, Cliff H Bendixen, AK Crydewylie Jr., LA, Cody Hook, AR, Colin Kreuziger, WI, Craig McCann, OH, Craig LaFleur, LA, Craig Milles, AR, Craig Adams, NV, Curtis Grullon, RI, Dallas Robinette, UT, Dallas Short, DE. Daminic Booker, MI, Dan Meagley, PA, Dan Marusa, MA, Dan McDonough, MN, Dan Moffett, IL, Dan McGaffigan, MA, Danial Blackshear, GA, Daniel Lee, CA, Daniel Pineda, VA, Daniel Lindner, WA, Daniel Grubbs, MO, Danny Wintz, KS, Dante DelaCerna, CA, Darrin Tucker, IN, Darryl Matthews, NY, Dave Walters, CA, Dave Deyoung, IL, Daven King, CA, David Lee, NY, Dav.d Chen, PA, David Bohnert, NJ, David Tacy, NH, David Tappon, WA, David Ezell, DC, David Mikkelson, AZ, David Rosch, NC, David Chertow, IL, David Bergmand, WA, David Patterson, MD, David Tacy, NH, David Tappon, WA, David Ezell, DC, David Mikkelson, AZ, David Goldstein, CA, David Merkel, TX, Dennis Fela, PA, Dennis Pettas, NY, Denny Tan, CA, Denver W, Sheriff, AL, Derek Estes, KY, Dermond Thomas, IN, Derrick Paul Boudin, AL, Don Dick, MI, Don Gowen, CA, Donald McCraney, IA, Donald White, GA, Donald Reed, MS, Donny Lyon, WI, Doug Cook, IN, Doug Craig, WA, Douglas Rozum, NJ. Dennis Fela, PA, Dennis Pettas, NY, Denny Tan, CA, Denver W. Sheriff, AL, Derek Estes, KY, Dermond Thomas, IN, Derrick Paul Boudin, AL, Don Dick, MI, Don Gowen, CA, Donald McCraney, IA Donald White. GA, Donald Reed, MS, Donny Lyon, WI, Doug Ricci, CT, Doug Cook, IN, Doug Craig, WA, Douglas Rozum, NJ, Drew Laory, OH, Duane Johnson, MD, Dustin Williams, OK, Dwain Long, AK, Ed Balajadia, TN, Eddie Gerhard, VA, Eddie manning, NJ, Edward Fu, CT, Edwin Ruiz, NY, Elias Ganzales, CA, Elliott Ropberts, TX, Eric Wilson, CA Eric Ort, FL, Eric Nicholson, NY, Eric Schnohara, MD, Eric Hyman, GA, Eric Thurston, NY, Eric Scully, MI, Eric Verruto, NY, Eric Lippert, CA, Eric Bennett, WI, Eric Rom, NE, Eric Olenslager, OR, Eric Doern, OR, Ernie Ganzales, CA, Erol Karpntil, CA, Eugene Kurdy, NY, Eve Kosai, CA, Farrukh Sheikh, TX, Forrest Carey PA, Francisco Castrejon Jr., CA, Frank Polizzi, NY, Frankie Berdar, PA, Garner Fritts, TN. Geoff Vandal, FL, Geoff Perray, PA, George Andrus, NJ, Giovanni Bermudez, IL, Gien Carlson, MT, Glenn Rappaport, MA, Gordon Bubolz, WI, Greg Rademacher, WI, Greg Anderson, MA, Greg Hover, WI, Greg Cotton, MO Greg Schaler, CA, Greg Maynard, OH, Greg Berner, MI, Gregg Thomas, WA, Gregg Hayford, FL, Gurt Parker, PA, Holly Bell, UT, Howard Kiyota, CO, Hua-Qing Chen, NY, Hung Cao, LA, Ian W Ison, MA, Ian Alvernaz, CA, Ian Dorward, WY, Idris R. Echols, MI, Inez Stiles, IA, Ivan Castilio B., CA, Ivan Kilano, MI, Jack Mooneyham, TN, Jack Russell, SC, Jack Green Jr, GA, Jackle Alms, TX, Jacob B. Mueller, NE, Jacob Hostetfer, OR, Jacob Cossairt, MI, Jaime Douglas, PA, Jake Weinstein, MD, James Giddings, OR, James Cailse, RI, James C, Pfingsten, MO, James Issa, CA, James Hinds, KY, Jamie Cox, VA, James Catt, NY, Jarrod Moore, VA, Jarrod A. Tollett, OK, Jason Fresia, OK, Jason Malagutti, CT, Jason Jones, IL, Jason Huise, LA, Jason Pailk, MD, Jason Stoecker, MI, Jason Thazxton, Jt, Jason M Kida, MA, Jason Fresia, OK, Jason Baker III, OK, James Mouton, LA, Jami Kaup NE, Jamie Curtis, KY, Jamie Cox, VA, Jamie Scott, NY, Jarrod Moore, VA, Jarrod A. Tollett, OK, Jason Reuter, WI, Jason Malagutti, CT, Jason Jones, IL, Jason Huise, LA, Jason Palik, MD, Jason Stoecker, MI, Jason Thazxton, Jt, Jason M Kida, MA, Jason Fresia, OK, Jason Moss, MD, Jason Meyer, MN, Jason Phillips, SD, Jason Krich, IL, Jason Vincent, OK, Jason Golden, DE, Jay M West, ID, Jayme Brams, MI, Jeff Sadler, MI, Jeff Priebe, MN, Jeff L. Fuller, IN, Jeff Jacobs, AZ, Jeff McCarthy, MA, Jeff Gould, VT Jeff Grodsky, MD, Jeff Estes, CT, Jeff Hensley, OH, Jeff Mritson, TX, Jeffrey Parsons, OK, Jennifer Walter, OR, Jenny McCord, MD, Jeremy Hull, CR, Jeremy Brock, WA, Jeremy Zirbes, MN, Jerry Truner, OH, Jeff Whitson, TX, Jeffrey Parsons, OK, Jennifer Walter, OR, Jenny McCord, MD, Jeremy Hull, CR, Jeremy Brock, WA, Jeremy Zirbes, MN, Jerry Truner, OH, Jeff Whitson, TX, Jeffrey Parsons, OK, Jennifer Walter, OR, Jenny McCord, MD, Jeremy Hull, CR, Jeremy Brock, WA, Jeremy Zirbes, MN, Jerry Truner, OH, Jeff Whitson, TX, Jon Maller, NI, Joe Meeks, NV, Joe Belu, OH, Joe Richardson, PA, Joe Perrone, PA, Joe Ashley, MT, Joe Self, MO, Joe Baker, MD, Joel Bradley, KY, Joel Pittaway, MI, Joey Conway, IL, John Cain, FL John Robinson, LA, John Moore, GA, John Robert Zentgraf, MI, John Iovacchiro NJ, Jojo Chung, TX, Jon Turner, IN, Jon Mallar, NM, Jon Woolley, AL, Jon Frost, VA, Jon Van Matre, AZ, Jonathan Shelton, VA, Jonathan Dodd, WY, Jonathan Mead, PA, Jonathan Deangelis, MA, Jonathan Pewitt, TN, Joseph Curtis, TN, Joseph Dildred, ME, Joseph Allen MD, Joseph Parker, AL, Joseph Semana, CA, Josh Conway, IL, Josh Lesnick, TX, Joshua Land, MA, Joshua McLean, CA, Joshua A. Shepard, MA, Joshva Grzegorzewski, NJ, Judd Wolff, MT, Judy Duran, CA, Judy Orr, CA, Judy Dakti, MI, Jules Ryu, MD, Juli Berg, MA, Justin Collins, ME, Justin Brown, IA, Justin Rackley, VA, Jvier Marin, CA, Kafri DeAngelo, CA, Keith Christopiis, Wi, Kenth Bryant, VA, Keith Schulien, IL, Keith Mitsuoka, CA, Keith Wiltkopp,

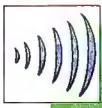
Continue on Page 105







Our Pros have rated each characteristic on a scale of 1 to 5. If you especially go for graphics, or love a great challenge, you'll find these ratings helpful as a quick reference guide.



Graphics & Sound

Bright, sharp graphics and sensational sound effects will win a game high marks in this glitzy category.



Challenge

Make sure you match your skill level to the challenge rating. You'll maximize your fun if a game is not too easy or too hard.



To further help you decide which games are right for you, we've developed the Power Meter Rating System. Every new game introduced for the NES will be rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme, Fun.



Note

We know our expert's opinions may not always be the same as your own. Everyone has different things that they think are important in a game. That's why we're giving you your own Player Meter to fill out and compare with ours.



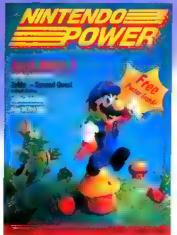
When you can actually feel the connection between your controller and the screen, that's Play Controll



Theme, Fun

Who knows why, but some games are just fun, fun, fun. We'll give you our impression with this rating.



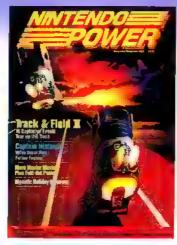


Also in this issue' Double Dragon*Contra*Wheel of Fortune *Jeopardy*plus foldout map of Zelda's Second Quest.

Jul/Aug ISSUE

Back Issues vailable Now

Collectible Favorites: By popular demand, we are offering Nintendo Power subscribers only a chance to order these four classics. Chock-full of in-depth game reviews, tips and tricks. To collect your full set, fill out the order form on page 107.



Also in this issue: Blaster Master* *Anticipation*Blades of Steel*Cobra Command*Racket Attack*Mickey Mousecapade*plus fold out Blaster Master Poster.

Nov/Dec ISSUE

SeplOct ISSUE Also in this issue: Life Force *Renegade*R.C Pro-Am*Golgo 13-Blaster Master plus fold out map of Simon's Quest.

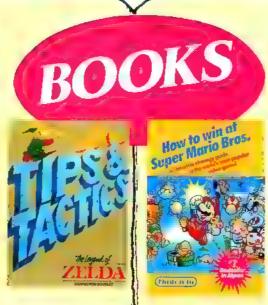


Also in this issue: Wrestlemania* *Sesame Street 1.2.3.*Marble Madness*Operation Wolf*Metal*

Jan/Feb ISSUE

Zelda Tips & Tactics

SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon, You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! You can order this booklet for \$4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602. 102 Pages.



Super Mario Tips

How To Win At Super Mario Bros. STRATEGY GUIDE. Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. You can order this booklet for \$4.95 by giving your VISA/ Master Card number to our Customer Service Department at 1-800-422-2602.

VIDEO SPOTLIGHT POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

If you are looking for the best Power Players that exist, you have found them. But I mean REAL Power Players (the ones that are hard to find). Our team is composed of two brave adventurers called Master K and Master R. We are well trained with good reflexes and good hand-eye coordination. We have good memories, and best of all, we have our secret weapon which is self-confidence. There is no game in this whole world that we can't finish or no princess that we can't rescue. We are the best, the greatest and they don't come any better. Please forgive us for not being modest at all but it's just that we have finished so many games. To mention just a few, they are Cast-Commando. Contra. levania, Deadly Towers, Double Dragon, Ghosts 'N Goblins, Goonies II, Ikari Warriors, Iron Tank, Karnov, Kid Icarus, Kung Fu, Metal Gear, Metroid, Mike Tyson's Punch-Out!!, etc . . .

Kristian Ferreira Humacao, PR

y son Kelly has been playing video games since he was three. He sharpened his skills and instincts on other video game systems. Then for his fifth birthday (October '87) he received his NES. In my opinion, a Power Player was born that day.

I'm sure he's one of the youngest players to get through The Legend of Zelda, and it only took him about six weeks. He beat Rygar in two nights. Wizards and Warriors in one day, and he has scored 9,999,950 on Super Mario

Bros. He has completed Kid Icarus in five days and in three



days he has defeated the Mother Brain in Metroid, Next up is Super Mario Bros. 2 and Zelda II-The Adventure of Link.

Kelly seems to play with a sixth sense. I can't even come close to his accomplishments. He gets calls from all the neighborhood kids on his "hot line" wanting to know more information.

His favorite games are Mike Tyson's Punch-Out!!. Goonies II. and Kid Icarus.

Kelly's best tip is when fighting Twinbellows in Kid Icarus, trap him in the bottom right corner. facing away from you. He can't turn around, and you can blast him at will.

Thanks!

Vance E. Evans Salt Lake City, UT

have yet to play a Nintendo game that has stumped me. I have beaten The Legend of Zelda in two weeks (both quests), Super Mario Bros. in two weeks.

Metroid in one week, Kid Icarus in four days, 1942 in two days, and Commando in two days. I beat the Great Puma in Pro Wrestling with every possible character and in Double Dribble I can beat the third difficulty level as any team (L.A. is my best).

In The Legend of Zelda, I have won without getting any swords except for the Magic Sword. In Mike Tyson's Punch-Out!! I can beat the first four boxers blindfolded.

I am still looking for challenges. I hope to buy Ultima, Double Dragon, Super Mario Bros. 2, Zelda II -The Adventure of Link, Dragon Warrior and Wrestlemania. So. keep those games coming!

> Josh Zimmerman Grass Valley, CA



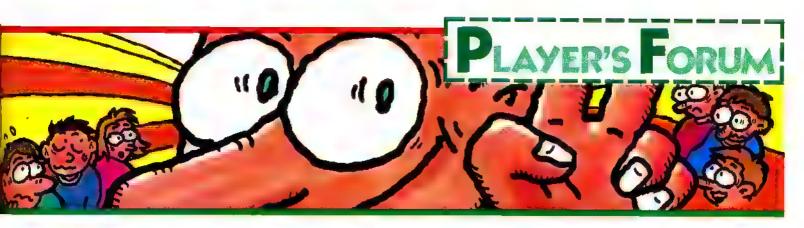
brother, David and would like to consider ourselves Power Players. After owning an NES for six months we have found it to be the most enjoyable thing we've ever played. Our technique is to have the person not playing take notes and guide the other. This way the person playing only has to con-



Calling all Power Players

Would you like to see your name up in lights? Send us a letter and pictures recounting your own video achievements (or a friend's).

We'll profile several Power Players in each issue.



centrate on the screen. Using this method, we have conquered many of the most challenging games.

The first game we completed was Wizards and Warriors. After purchasing it in the afternoon we played it the rest of the evening. In six hours we had defeated the wizard and rescued the princess. Contra was a bit more challenging, taking us a week to reach the end. We have now defeated Red Falcon three times in the same game, Super Mario Bros, took us two weeks and we both completed the First Quest of The Legend of Zelda in a week. We completed the Second Quest in the following two weeks. While borrowing Mike Tyson's Punch-Out!! for three weeks from a friend, we managed to get to Mr. Sandman, Double Dragon took a mere week to be completed.

We love our NES and are eagerly awaiting many of the new games—especially Zelda II—The Adventure of Link.

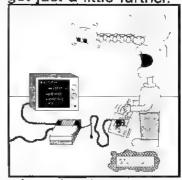
Bradley and David Messmer Newport News, VA think i'm a Power Player. I saved the princess in Super Mario Bros. without warping. I can beat Contra seven times in one game. In Major League Baseball, I can beat the computer 122 to seven. Honest! I can finish The Legend of Zelda in six games but my average is about 20 because I goof around a lot. I can get to the 25th round on Duck Hunt. I am only 10 years old.

Jeremy Hopkins Richardson, TX

ello! My name is Steve and I think I should be considered a Power Player. I have had the NES ever since it was invented. Since then I have defeated Ganon in The Legend of Zelda twice, mastered Kung Fu, defeated Mother Brain in Metroid, mastered Spy Hunter, completed all the levels in Gyromite, got 999,900 on Duck Hunt staying about five and a half feet away from the screen, got 999,000 on Hogan's Alley from five feet away.

defeated Medusa in Kid Icarus, and beat Great Puma in Pro Wrestling. My most recent accomplishment was defeating the Red Falcon six times in Contra and achieving a score of 6,553,500.

I have too many tips to list, but here are a few. As your character is being defeated in Contra, he blinks for a few seconds. At this time, he is invincible. You may be able to use this time wisely to walk through enemies and bullets and get just a little further.



Here's a drawing that I did on my computer of me at my NES when I achieved my high score in Contra.

> Steven "Zoid" Guy Moorestown, NJ

Power Player Profile Brian Michaels

Age: 16

City: Rockford, IL

Favorite Games: I like Super Mario Bros. 2. It's different. You have to figure a lot of things out. Outstanding Video Accomplishments: I finished Super Mario Bros. 2 in two days, beat Mike Tyson in Mike Tyson's Punch-Out!!, and pinned The Great Puma in Pro Wrestling.

Strategies: I could go on for hours



about tips but instead of having hints for specific games, my advice is to be patient, because anger and frustration lead to mistakes. It's also a good idea to plan a strategy. Pause the game when you get in a trouble spot, and look through issues of Nintendo Power. You could also talk to other players and trade tips.

Other Interests: I like to read a lot of books. Stephen King is my favorite author. I like Eyes of the Dragon.

Future Games: I'd like to get Zelda II—The Adventure of Link, Rampage, and Track and Field II.



Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1943			Kristopher Sutton▶ Alpine, CA▶	1,127,600
Dan Vacura▶	Bloomington, MN	918,200	MGOLF	
MARKANOID	Dineferent - NIVA	776,740	George Nunes ► New Bedford, MA ► Brent Castleman ► Minot, ND ►	-23 49 -23 49
Douglas Gardner ► Jerry B. Lemler, M.D. ► Danny Collarini ► Ted Gengler ►	Binghamton, NY▶ Mobile, AL▶ Slidell, LA▶ Denver, CO▶	769,510 746,440 728,370	Erik Zandt ► Waxahachie, TX ► Robert Diaz ► Lorain, OH ►	999,990 999,990
ECASTLEVANIA			BERADIUS	
Tim Trolinger ► David & Mike Kalkste n ►	Columbia, MD New Kensington, PA	999,990 999,990	John Duff▶ Kailua, HI▶ Jason Kalayjian▶ Huntington Beach, CA▶	9,918,600 8,759,400
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Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from Coast-to-Coast?

Send your Screen Photos to: Nintendo Power NES ACHIEVERS P.O. Box 97033 Redmond, WA 98073-9733



As you know, things happen rapidly in the video game world: New releases, old arcade favorites adapted for home use, sequels, delays, new equipment and accessories, innovative techniques, games based on the latest movies, and so much more. And, as always, PAK WATCH is right here with all of the up-to-the-minute inside info. There are even changes from last time and we've brought you those, too. But first, a request: Please, PAK WATCHERS, don't write us asking for more information on the games. We will tell you everything we can right here in Nintendo Power just as soon as we can. Promise.



Capcom is continuing their association with Disney. They produced Mickey Mousecapade by developing three Game Paks based on Disney themes: Duck Tales, Rescue Rangers, and Adventures in Disneyland, based on the different areas of the theme park.



Gossip

STAR TREK V

Well, we finally managed to nail down who it is that is producing the Game Pak based on Star Trek. Bandai has announced their Enterprise-ing intentions, but so far, all we have is a brochure.

CLASH AT DEMONHEAD

Vic Tokai proved that they can make a terrific video game with Golgo 13 and we're waiting to see if the quality will continue with this hot new adventure game. The game has tremendous play feel and a bit of role playing.



NEW POWER PAD GAMES!

CTREET COP

Introducing the first Nintendo Power Pad action/adventure game. For the first time, utilizing the Nintendo Power Pad, you'll be able to take part in an action mission. You'll be closer to actually being in the video game as the main character because you will be performing the action in real life that your video counterpart performs on the screen. When you turn, the cop turns. When you run, the cop runs. As the title character, you will chase criminals through the streets and bring them to justice. You will also utilize the regular Controller with the Power Pad to help subdue the villains once you catch up to them. Look for a release of this one later on this year.



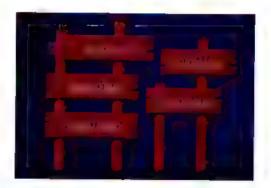
Use your nightstick on sneaky criminals hiding behind the trash cans.





ATHLETIC WORLD

This is a one-player version similar to the Power Pad hit, Super Team Games. The obstacle course is fairly hard and will challenge even the toughest athletes out there. Sprinting your way this Spring.



CHESSMASTER

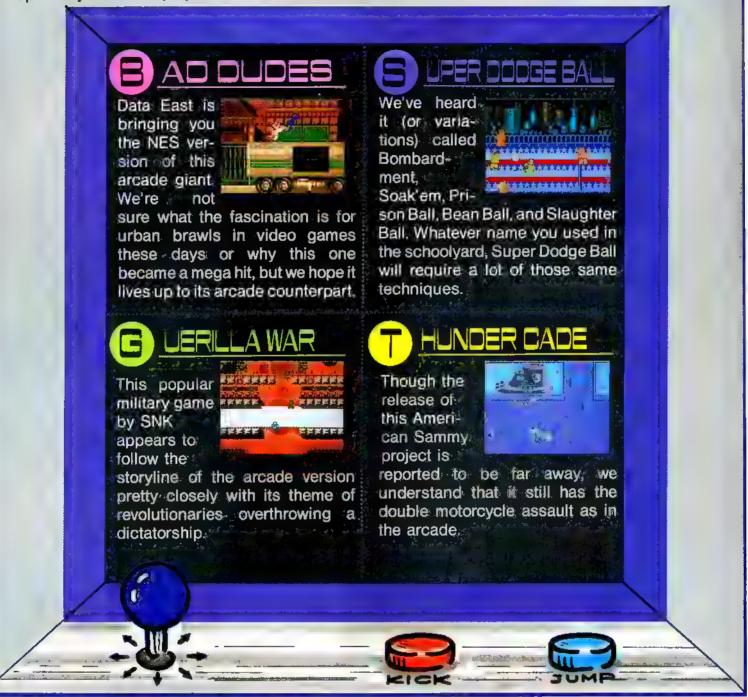
Hi-Tech has announced a couple of new Paks: Chessmaster and Remote Control. The latter is based on the new hit game show seen on MTV.

RATMAN

There is a megahuge-budget motion picture of Batman due out this summer. Sunsoft has visited the set at Pinewood Studios in England and decided to produce a game based on the Masked Manhunter.

ARCADE ALLEY

Arcades have always been a natural source of inspiration for home video games. In development are four favorites which should convert nicely to the NES. We are delighted to be able to say that all of these reportedly have two-player simultaneous play! Look for all of them sometime this year.





WHEEL OF FORTUNE, JR. and JEOPARDY, JR.

Both of these Paks from Gametek are junior versions of their previous offerings, aimed at teens and younger players. Word has it they use a new program technique to help avoid the repetition of boards and questions, and offer a more random selection.





PINBALL ALLEY



Before video arcades, there were Pinball machines. A few years back, Nintendo introduced an NES version of Pinball. Now all of you Pinball wizards will have to make room as three new Pinball Game Paks (including one from Nintendo) are heading your way. Personally, we've always "tilted" toward a good game of Pinball...





PINBOT

Nintendo's new entry is programmed by those whizzes at Rare and looks exactly like the arcade Pinball game by Williams. It has a realistic looking perspective of the pinball table and a cool partial verticle scroll. Like the arcade, Pinbot talks to you, but we especially liked the little space slug that tries to eat your ball. Look for its 4-player, tilt

capability,
digitized
sound and
radical graphic features.



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ROLLERBALL

This one has two types of games. In the skyscraper mode, you'll be able to play a regular Pinball game which offers several levels to its "table," and includes four-player capability. In the Match mode, which allows for two-player simultaneous play, you and your opponent start with a given number of points and loose them every time a ball gets past



you. It's not always easy as there is more than one ball at all times.

SUPER SUSHI PINBALL

Don't let the name throw you. Other than a brief sushi history lesson at the beginning of the game, this game has nothing to do with fish. This one only has two levels to its table, but the B Button will allow you to bump the table to give your ball a little more bounce. But you'll have to watch it. Bump it too much

and you'll tilt the game and loose your ball.



ORAGON WARRIOR

ORAGON WARRIOR

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MONSTER PARTY

It's by Bandai and it could best be described as a cross between Super Mario Bros. and Castlevania. Cute funny little characters in a haunted housetype mission. It has a good play feel and lots of drippy eyeball monsters.



GOSSIP GALORE

At press time, we'd just come back from the Consumer Electronics Show and so we're pretty much buried under tons of information. Next issue's PAK WATCH promises to be especially exciting and informative. These games really aren't due for release for guite a while, but we knew you'd be interested so we thought we'd toss you a few fastballs.

GODZILLA

Somehow we always knew someone would come up with a game based on Godzilla and the people at Toho, our newest licensee, are the first.

GOAL

We know that soccer fans have been clamoring for a new soccer game and Jaleco is planning to come through with this Pak that will emphasize complex play and technical soccer.

VEGAS DREAM

HAL is gambling that this Game Pak about playing in the Las Vegas casinos will be a hit. We've seen a bit of this one and there's even a little role playing

ADVENTURE OF LOLO

Intriquing little adventure game by HAL, it has a challenging "puzzle room" aspect that some will really enjoy.

FISHER-PRICE

Good news for the wee Power Players in the family. GameTek has announced that they are working on some Fisher-Price games for the younger set.

KUNG FU HERO

More Kung Fu weirdness from Culture Brain, the people who brought you Flying Dragon. This one isn't as serious in theme, however, with its little marshmallowy heroes.

CALIFORNIA RAISINS

Why are we not surprised. These little guys are everywhere else, why not in a Game Pak from Capcom. Makes sense.

GRUMBLE, GRUMBLE DEPT.

We always strive to bring you the latest and most accurate information. We told you about these games in previous issues, they were scheduled to be released relatively soon. But things don't always go quite as planned and there are always changes in this business. It goes with the video game territory. Anyway, we are blowing the whistle to alert you to the ...

... DELAY OF GAMES!!

NFL Football, Knight Rider, Hoops, Magic Johnson's Fastbreak, Jordan vs. Bird: One-On-One, The Guardian Legend, The Legacy of the Wizard, John Elway's Quarterback.

NES PLANNER



Athletic World California Games Dr. Jekvil and Mr. Hyde Fist of the North Star Kung Fu Heroes Ninja Gaiden **Operation Wolf**

Adventure of Lolo

APRIL MAY JUNE

Adventures of Bayou Billy Airwolf **Bad Dudes** Cobra Triangle Defender of the Crown Desert Commander **Dragon Warrior** Faxanadu Flying Dragon Guerilla War Hydlide Special Mappyland Mega Man II Monster Party Ninja Taro Nobunaga's Ambition Predator Street Cop Strider Super Dodge Ball Taboo Teenage Mutant Ninia Turtles To the Earth Shooting Gallery

Adventures in Disneyland

Batman California Raisina

GAMES BLATED FOR THE FUTURE

Duck Tales Fester's Quest Godzilla **Hollywood Squares** Ironsword Jeopardy, Jr. John Elway's Quarterback Jordon vs. Bird: One-on-one Knight Rider Magic Johnson's Fastbreak Monster Party NFL Football Nightmare on Elm Street Pinbot Pro Basketball Rescue Rangers Robocop Rollerball Spy vs. Spy/Island Caper Star Trek V Stealth Eagle Super Sushi Pinball Thundercade The Guardian Legend Legacy of the Wizard Trick Shooting Vegas Dream Wheel of Fortune, Jr. Who Framed Roger Rabbit







COMING UP NEXT IN THE MAY JUNE ISSUE OF NINTENDO POWER!

- Teenage mutant ninja turtles

Our cover feature next issue will be a wild review of Teenage Mutant Ninja Turtles. Join us as we pry open the secrets of everyone's favorite mutated quartet . . . and hide your pizza.

- NINJA GAIDEN -

Concluding our Ninja Gaiden two-parter, we'll continue with an intense, action-packed feature of Ryu's jungle journey and discovery Jaquio's lair.

-Mega Man II -

Be here for an advance look at a new adventure hit, as we present a slick preview of Mega Man II, the long-awaited Mega Man sequel. Plus: Features, Previews, Counselors' Corner, NES Journal, Video Shorts, Classified Info, and so much more!

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Continued from page 93

Syroh, M., Kevin Gleshanen, W., Kevin Russell, M.A., Kevin Bleers, L., Kevin Hurt, TX, Kevin Trick, W., Ki Yang, V.A., Kolmon Cheatham, WY Kris Harris, N., Kristin Grontley, M.A., Kurl Schied, O.H. Yile Spressor, FL. Lablar Heard, AZ, Lark Martinez, CA, Larry Robinson, W.A., Laura Lohmann, N. Lee Morgan, N.D., Lee Morgan, N.D.,





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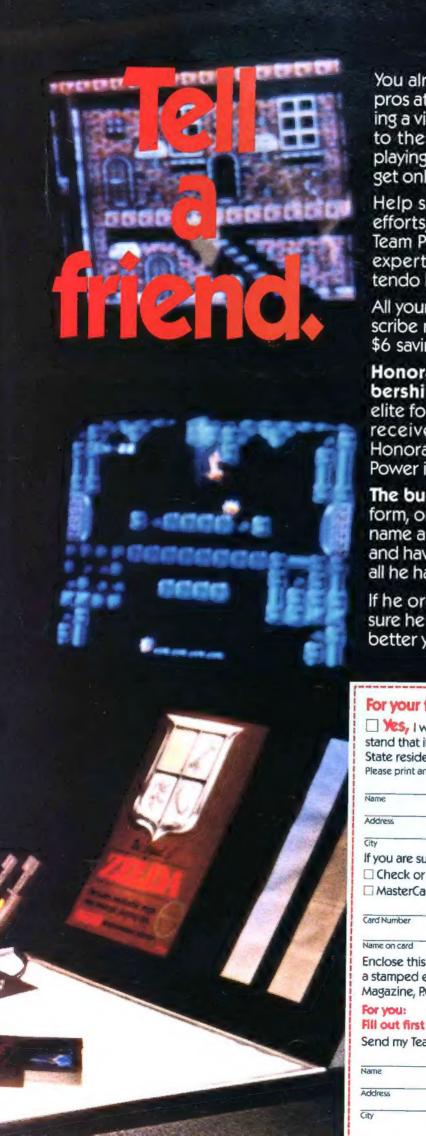
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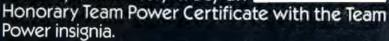
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